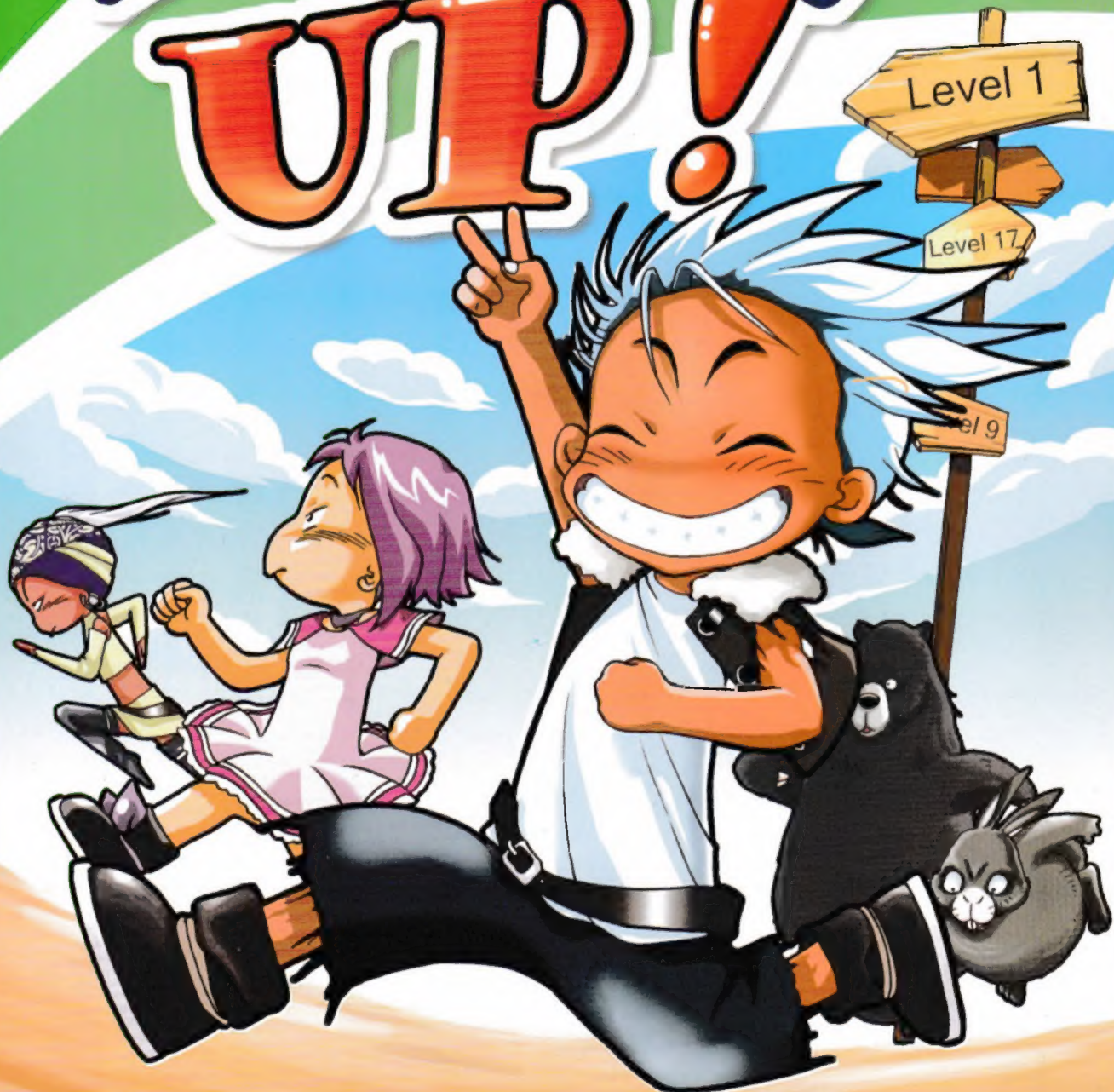


Supervised by  
Yoo Chang-Hyuk 9 Dan Pro

Learning Baduk (Go)  
systematically step by step

# LEVEL UP!

1





### **Supervisor, Yoo Chang Hyuk 9 Dan Pro**

1991 Won Kiseong  
1992-94 Won Wangwi  
1993 Won Fujitsu Cup  
1993-1997 Won Jinro Team Game Cup  
1996 Won Ing Cup  
1999 Won Fujitsu Cup  
2000 Won Samsung Cup, Nongshim Team Game Cup  
2001 Won Chunlan Cup  
2002 Won LG Cup, Nongshim Team Game Cup  
2004 Opened Yoo Chang-Hyuk Dojang (very strong students study there to become a Baduk Professional)

Besides, he finished 2nd place 9 times in international tournaments and won 17 times a national tournament. Currently he is also a main commentator in Baduk TV.

# ***LEVEL UP***

NAME :



**BADUKTOPIA**





## Foreword

Baduk was invented several thousand years ago. It was one of the Four Great Accomplishments that a gentleman was expected to learn: Geomungo (traditional Korean zitherlike instrument), Baduk, calligraphy and painting. Playing Baduk indicated high social standing. In the late 20th century, rapid industrialization gave ordinary people time to enjoy leisure activities. The culture of high society became the culture of the masses, and Baduk became one of the most popular forms of recreation.

Baduk also aids mental health for adults and improves the concentration and thinking power of children. In the 1990's, Korea became one of the strongest nations in the Baduk world, the Department of Baduk Studies was established, Baduk TV began and the cultural and educational foundations for Baduk in Korea were laid. Especially when more people discovered that Baduk helps children learn, it became an activity in special education programs at elementary schools, and the number of Baduk schools increased dramatically all over Korea.

I became interested in Baduk education, founded a Baduk school, and for over 15 years, taught Baduk to hundreds of children. I went to Myongji University to improve my ability to teach children, and graduated in Baduk Studies. I realized there were no systematic books for good Baduk training.

Nowadays there are five levels of Baduk books: introductory, basic, beginner, intermediate and advanced. However, there are serious problems concerning content and level. Oftentimes problem books are inappropriately calibrated; containing problems that are both too easy and too difficult in the same book. This leads to both students and teachers losing interest in Baduk.

I realized that systematic books were needed. While teaching and studying, I collected material and published this series to help children learn Baduk easily – step by step. Even if it is not perfect, I hope my effort will help to further develop Baduk education.

March, 2008 LEE Jae-Hwan

# Level Up 1 Educational Goals

Learning the basic rules and the right attitude.



Welcome to the exciting world of Baduk (Go)!



# Level 1



Contents	Educational Effect	Page
<hr/>		
1. Capturing & Saving 1		
Learn how to capture and save stones.	Spatial Sense	17
2. Capturing & Saving 2		
An insight into the surroundings of a stone.	Spatial Sense	28
3. Capturing & Saving 3		
How to capture stones inside the opponent's territory	Spatial Sense	36
4. Both sides in Atari		
If both sides are in atari, you should capture first.	Spatial Sense	44
5. Liberty		
Block only the liberties to capture stones.	Spatial Sense	48
6. Baduk Board Terms		
Recognize the composition of a Baduk (Go) board.	Memory	54
7. Connection		
Study the importance of connecting your stones.	Spatial Sense	60
8. Cut		
Cut in order to capture the opponent's stones.	Spatial Sense	70
9. Atari towards the Line of Death		
How to drive into the direction with a few ways out.	Thinking Power	78
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Understand that you reduce liberties when cutting.	Thinking Power	86
Introduction of the "Level Up" Series	General Knowledge	8
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### 11. Atari Toward Your Stones

Learn how to use your own stones .

Spatial Sense 92

### 12. Double Atari

Realize the efficiency of moves.

Thinking Power 100

### 13. Suicide

Understand one of the basic Baduk rules.

Judgment 105

### 14. Reducing Liberties

Every capturing race starts by reducing liberties

Math Ability 112

### 15. Beware of Jachung (Taking your own liberty)

Understand the concept of jachung

Math Ability 120

### 16. Reducing Outside Liberties First

In a capturing race, start by reducing the outside liberties.

Math Ability 126

### 17. Reduce While Cutting

Reduce liberties by cutting

Math Ability 132

### 18. Opponent's Thoughts

Understand the concept of answering a move.

Judgment 138

### 19. Ladder

Realize the efficiency of reducing liberties

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### 20. How to Answer

Learn the basics of how to answer the opponent's moves

Judgment 148

### Baduk (Go) around the World

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### Level Tests

General Thinking 152

### Opening sample 1, 2 & 3

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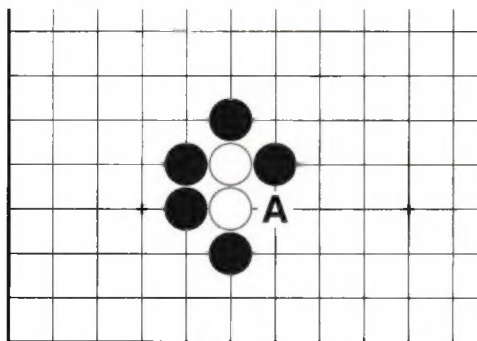


# Glossary

# Baduk (Go) Terms

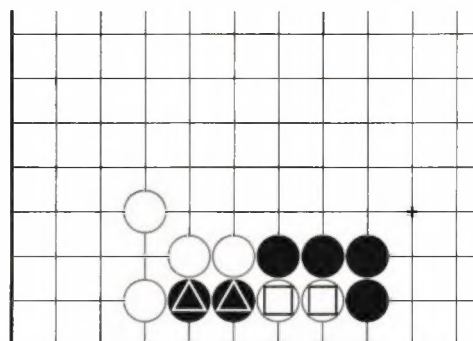
## Capture

Stones, that don't have any liberties, are captured and will be removed from the board. Black A captures the two white stones.



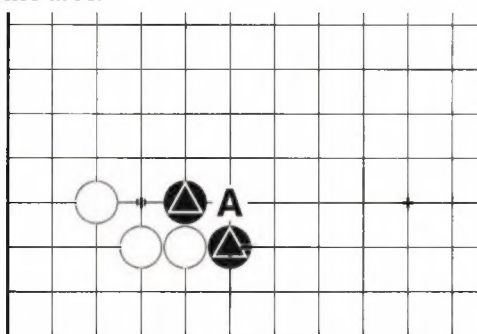
## Capturing Race

A fight for liberties. Both players try to capture each other.



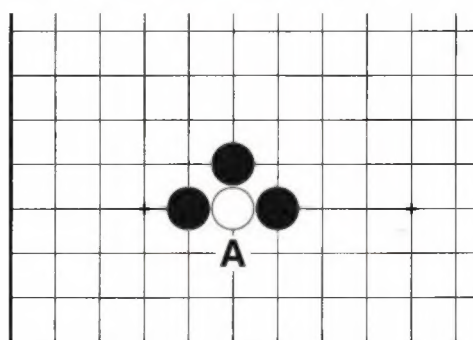
## Connect & Cut

**Connect:** A move which joins separate stones into one group. Black can connect the ▲ stones at A.  
**Cut:** Separating stones. White can cut the ▲ stones at A.



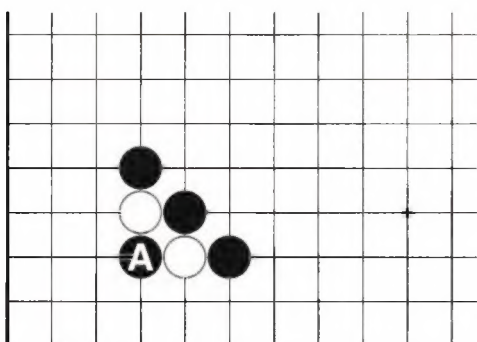
## Atari (Dansu)

Stones are "in atari" when they have only one liberty. The white stone has its last liberty at A, and Black can capture it with his next move.



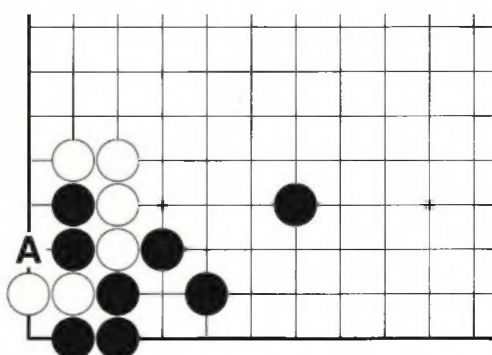
## Double Atari

Two ataris played at the same time. Black's move at A is a double atari.



## Jachung

A move that takes an own liberty. If that leaves just one liberty, it can be called self-atari. If Black plays at A, it's jachung, and Black loses the capturing race.



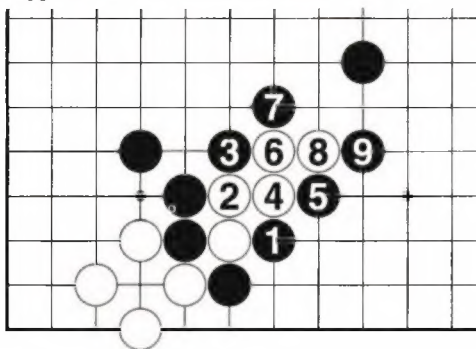


# Glossary

# Baduk (Go) Terms

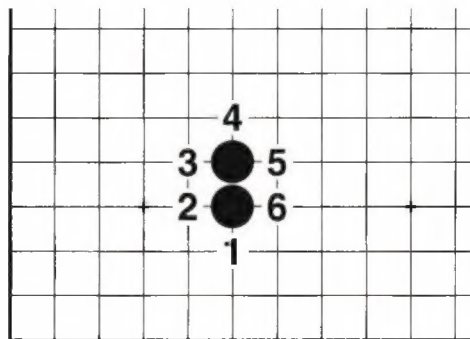
## Ladder

Capturing technique, which creates the shape of a ladder or staircase. Black can capture in a ladder by repeatedly playing atari while allowing the opponent no more than 2 liberties.



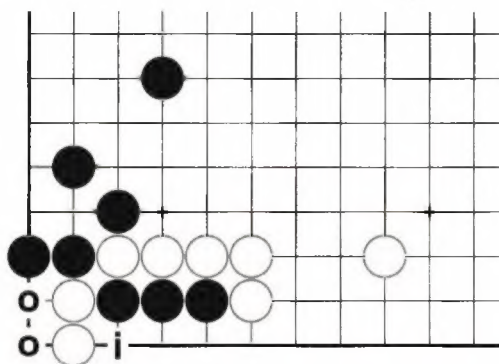
## Liberty

The empty points surrounding a stone and connected with a line to the stone. 1 through 6 are the liberties of the two black stones.



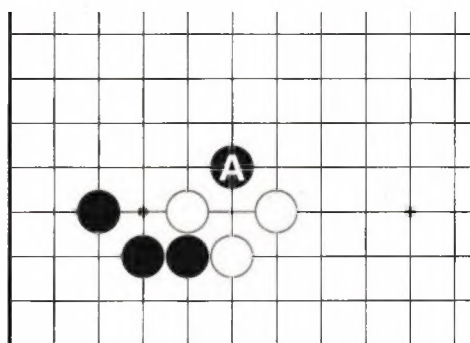
## Outside/Inside Liberty

In a capturing race, Black should first fill the outside liberties at 'o' and then the inside liberty at 'i'.



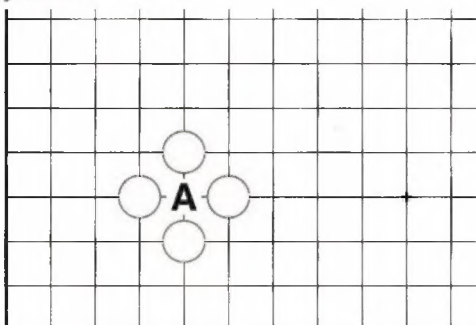
## Peep

A move, that is played next to a cutting point threatening to cut.




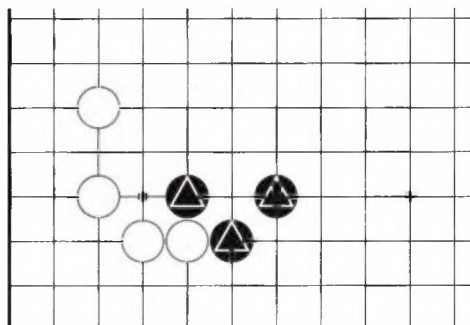
## Suicide

An illegal move. Playing a stone, that doesn't have any liberties and doesn't capture any stones. A black move at A is suicide, it's not allowed to play there.

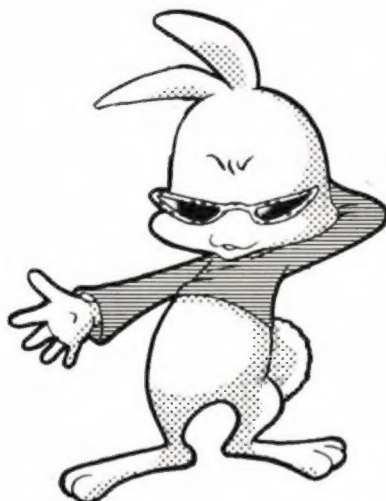


## Tiger's Mouth

The  stones form a hanging connection, also called the "tiger's mouth."



## What is the “Level Up” Book Series like?



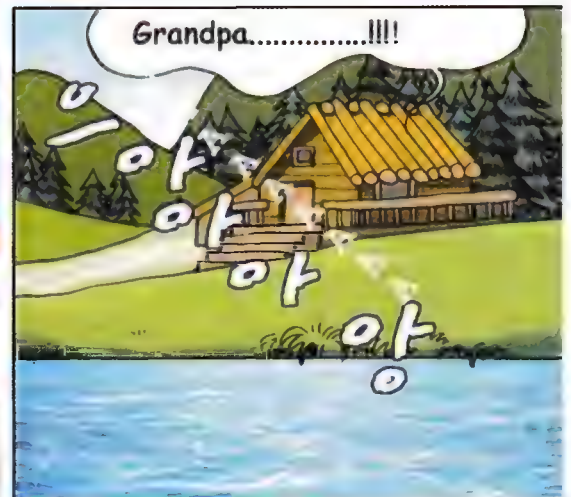
- It introduces the **rules**, basic **concepts**, **techniques** and **principles** of Baduk (Go).
- The **learning content** is divided into many different chapters.
- The short and clear explanations are **easy to understand**.
- **Comics** illustrate the content in an entertaining manner.
- In many **problems** you can practice the theories you have learned.
- You can study the **opening** of the game in selected professional players' game records.
- In the general sections, you can **review** the knowledge you have gained.
- In the '**Next Move**' problems, you can practice actual game situations.
- You can study this book by yourself. Solutions are given at our homepage.
- **General knowledge** is introduced, like Baduk history, education and stories.
- In addition to your Baduk skill, you can improve **5 abilities**, which are useful in everyday's life: spatial sense, thinking power, math ability, memory and judgment.
- At the end of the book, **level tests** are given for your review as well as to check the results of your study.
- In the beginning of the book, you can find the **glossary** that explains the main Baduk terms used.
- In all problems it's **Black's turn**.

And now, let's start exploring the fantastic world of Baduk (Go)!

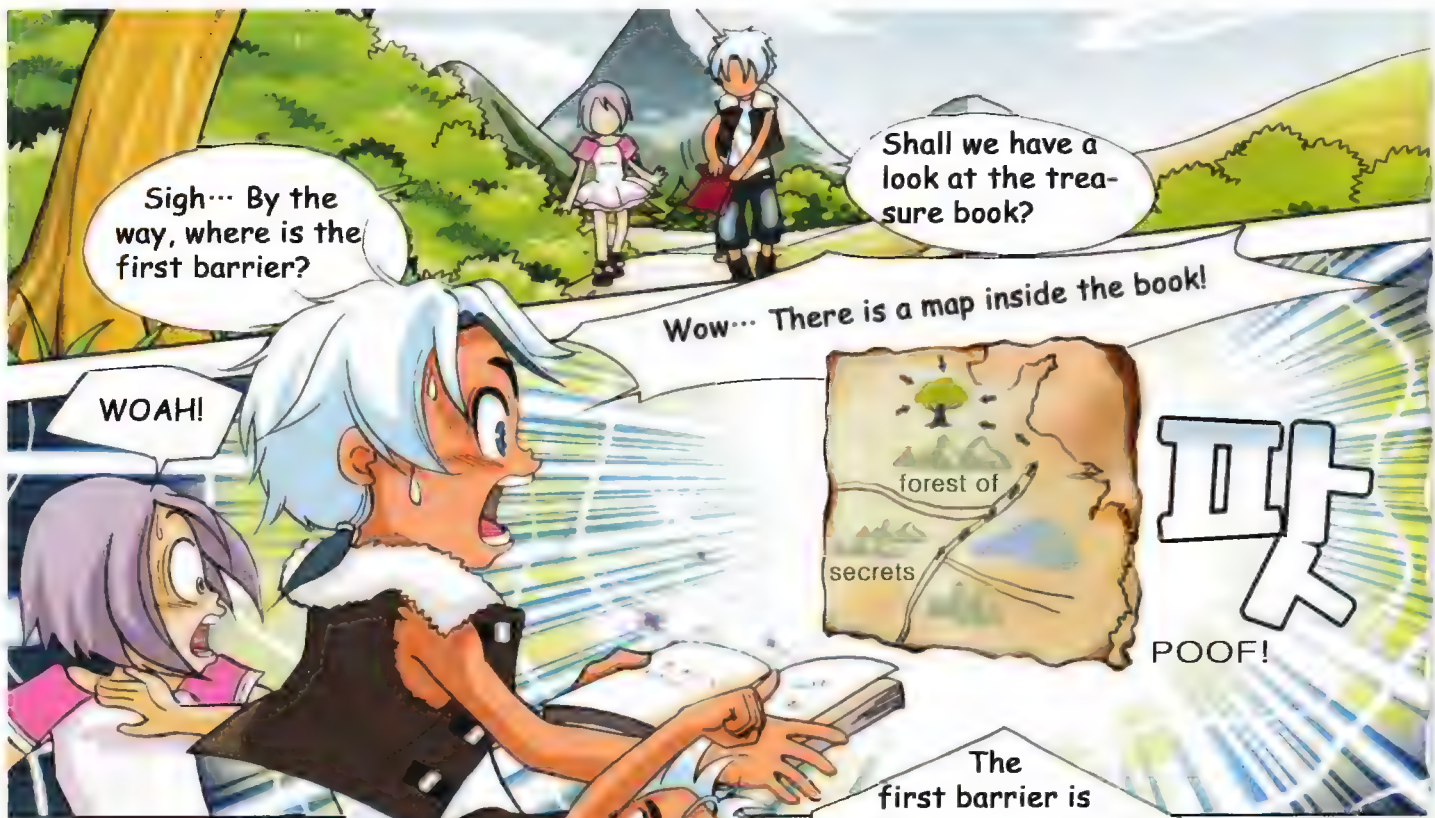


# 1. Save the World of Baduk!

## 1. 바둑세계를 구하라









Baduk is the most interesting game! Nothing is more exciting than it.

Wow! You like Baduk so much! You must be a strong player!

Huh? Me? I also don't know Baduk.

Wow! What a tall tree! I've never seen such a big tree before.

BADUK IS A GAME IN WHICH  
YOU HAVE TO USE YOUR HEAD!  
그렇다.. 바둑은 머리 쓰는 게임이다..

And it's even talking to us!

BONK!

Ok! Let's use our head! Shall we use it like this?

Oh! The branch...

Hey! This isn't the right way! Use your head for thinking! Think!!!

ke ke ke, I guess they are foolish...

whaaa...  
What is this???

AH!

SFX: UGH

SFX: UGH



If you capture the rabbit you win. You should walk on the lines. If the rabbit wins, I will give it a carrot cake and you will lose the opportunity to learn Baduk.

Wow... There is a Baduk board on the tree!

Oh! No chance to learn Baduk?

After winning the match I will eat a delicious carrot cake!

WOAH! Is this a rabbit or a monster?

DOON DOON

Is this the rabbit we have to compete with?

EEK! Don't come close to me!

PEEYEW! Are you a rabbit or a skunk???

ehhehe... Whenever I'm surprised I end up farting.

Oh... It smells so terrible...

YIP!

BWONG!



Alright!  
Let's run away!

파바바바  
DODON DODON

Wow!  
He is  
really  
fast...  
unlike his  
appearance!

He is indeed a rabbit! How can  
we capture him??

Hehe! It's not difficult and I will get  
a delicious carrot by winning the  
race...

DON DON DON DON

E E E E  
T T T T

ARGH!...  
I don't know...  
Let's just chase him!

Unless we  
solve the first  
mission we can't  
save the Baduk  
world...

We can't  
capture this  
monster  
rabbit.  
Let's resign!

I guess you  
are right...

It's  
impossible  
to win this  
game...



Boss, you don't need to worry too much!

They are complete green-horns and stupid!

속닥 PSST

속닥 PSST



WAHAHAHA!  
Don't be proud of yourself so quickly.  
Go on and do your best to hinder them!

씨익

ke ke ke ke  
Don't worry! It's really easy.

BLOCK THE LIBERTIES  
(WAYS OUT)!

The last liberty



P  
O  
O  
N  
G!  
파  
시

That's right!

Right!  
We should block  
the rabbit's ways out!

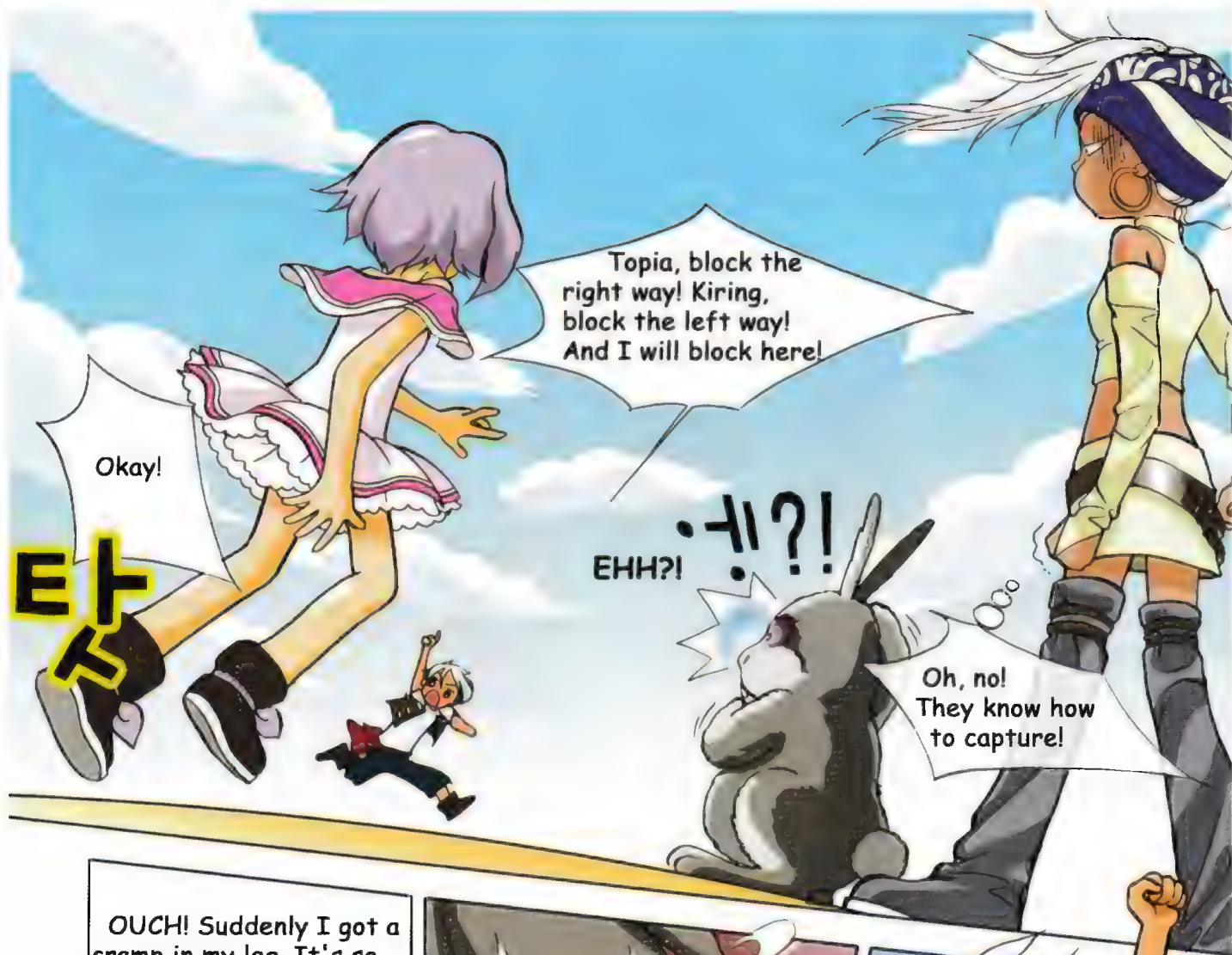
Ah, right!

We have the  
book of  
secrets!

Let's have a  
look at it!!

Whaaa... GRRR! What is that  
book?? My job is becoming  
difficult...





OUCH! Suddenly I got a cramp in my leg. It's so painful, but I'll try to go slowly.



Oh, how my leg hurts!

Of course I can't help them solve their first mission.



uhhhhg...  
Oh, all the ways are blocked! There is no way to escape...

We've won!!!



하하하하하  
HA HA HA HAI



CHIII...IING!  
지~~~~잉!

Thanks to the book of secrets the mission is solved.



제1관문  
Congratulations!  
통과한 것을  
You have solved your  
축하한다!  
first mission!  
어려움이 따져도,  
Although  
포기하지않는  
you faced a difficult  
상황의 의지가  
situation, your  
너의 승리로  
never-give-up-attitude  
이끈것이다.....!  
made you win!



Hehe! Sorry, unfortunately I couldn't help you.

That's okay, Kiring! Anyway we have won.



No problem for mission number 2! Mister Seba will come! OH HO HO HO!

Ugh! I shouldn't have been so self-confident! From now on I'll disturb their plan.

I didn't think we could win!



### **3 Basic Rules**

1. Baduk is a game for 2 people, one player takes the black stones, and the other the white stones.
2. They each take turns placing a stone on an empty intersection. Once a stone is played, it cannot be moved or taken back.
3. The goal of the game is to make territory. The player who makes more territory, that is who surrounds more empty intersections, wins the game.

### **Five Benefits of Baduk**

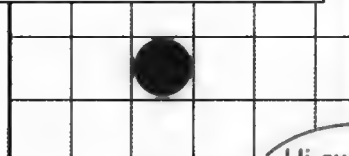
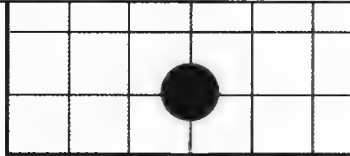
1. You can make good friends.
2. You can gain harmony with people.
3. You can learn lessons about life.
4. You can find enlightenment.
5. You can enjoy a long life.





# Baduk Rules

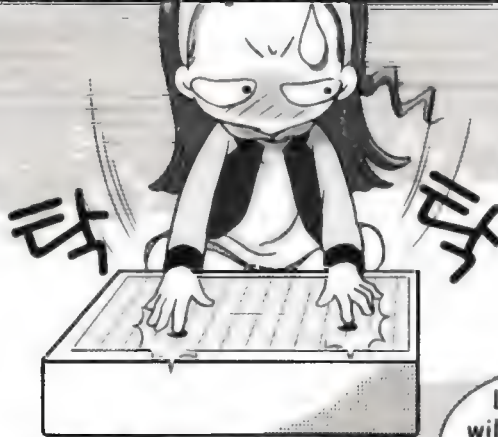
1. The stones are played on the intersections.



Hi everyone,  
you already  
know this  
much, right?



2. Black and White take turns  
playing one stone on the board.



이 능히능네  
이 능히능네



You fool! Each stone  
is played one-by-one!  
GEHEHEHE!



Like this I  
will be a Baduk  
champion!  
HAHA :)

SFX: TUCK!

Let's not insist like  
our friends here.

3. Once a stone is played,  
it can't be moved.



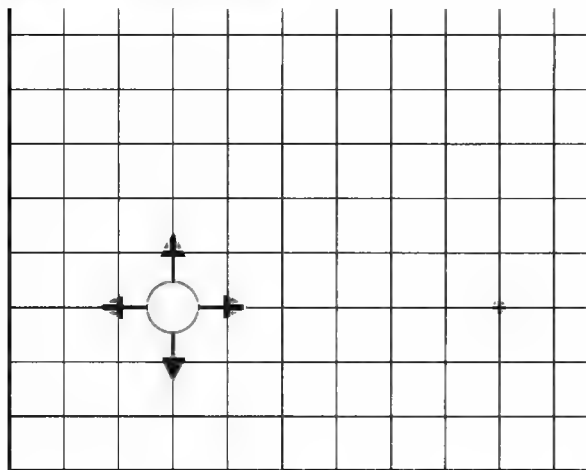


# 1

## Liberties and Atari



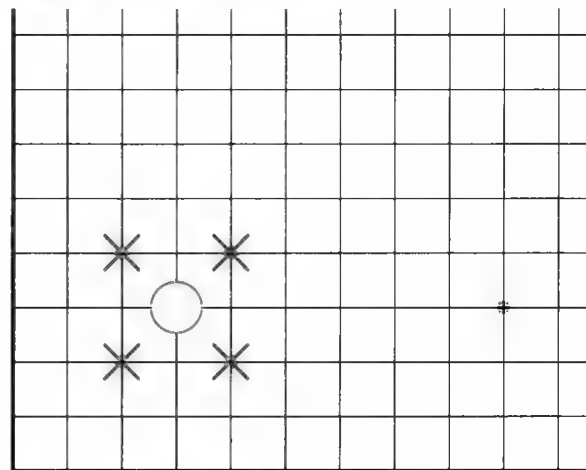
### Situation



The points right next to a stone are called “liberties”. This white stone has four liberties.



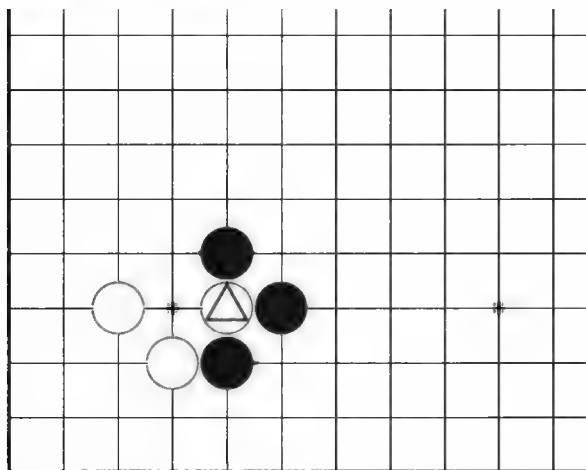
### Diagram 1



The marked points aren’t liberties, because there is no line connecting them to the stone.



### Diagram 2



The marked white stone has only one liberty left. This situation is called “atari.”

### [Quiz]

What are the liberties of a stone?(     )

1. All adjacent free intersections, which are connected with the stone by a line.
2. The intersections diagonally from the stone.

liberty = way out of a stone  
atari = only one liberty is left

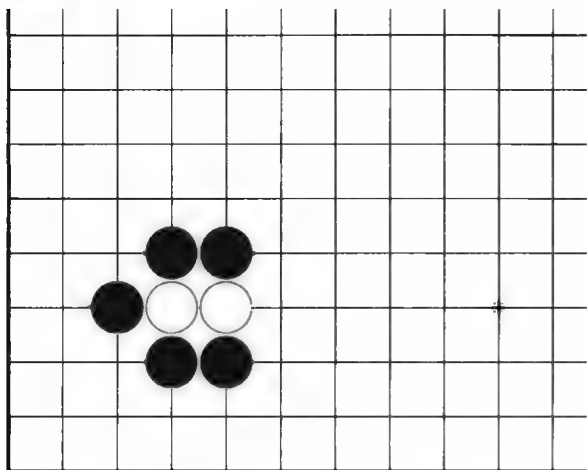


# 1

## Capturing 1



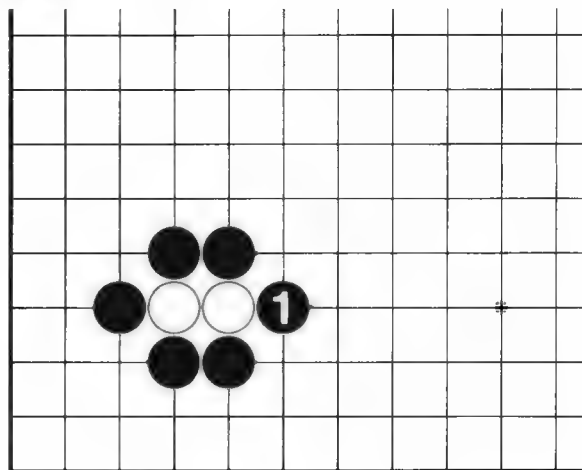
### Situation



The white stones are in atari. How can Black capture them?



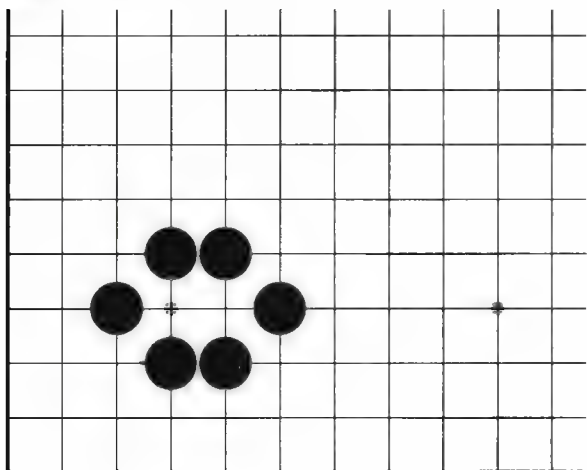
### Diagram 1



Black can capture the white stones by blocking the last liberty.



### Diagram 2



Captured stones will be removed from the board and kept until the end of the game.

### [Quiz]

What is atari? ( )

1. There are 10 liberties left.
2. There is only one liberty left.

How can you capture stones? ( )

1. Block the last liberty.
2. Save your stones by escaping.

Stones are captured by occupying all liberties.



1

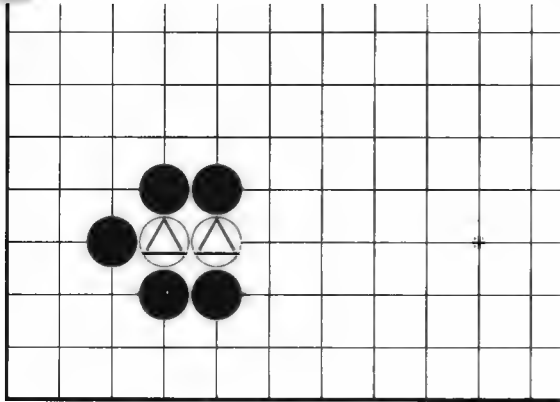
# Capturing 1



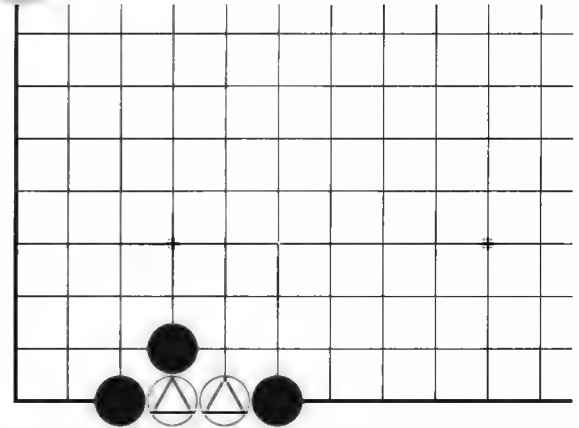
Spatial Sense

Occupy the last liberty in order to capture the  stones.

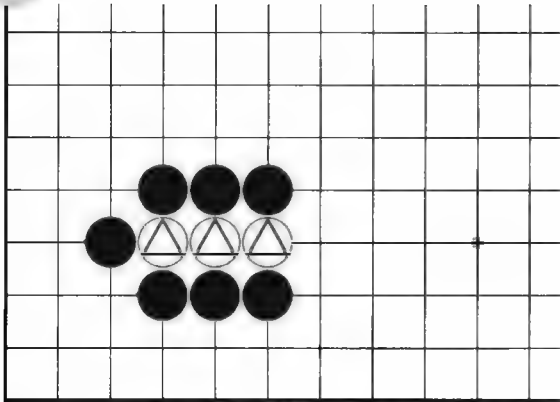
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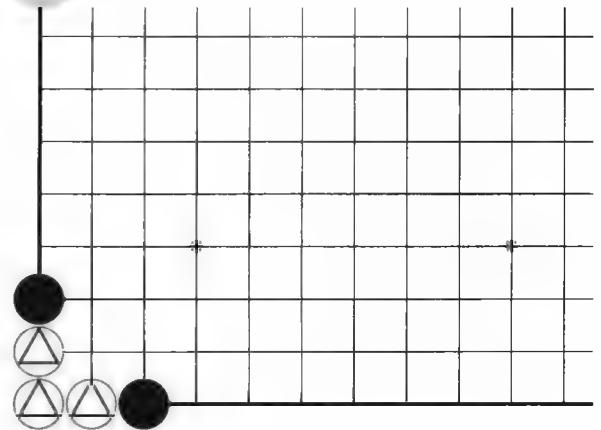
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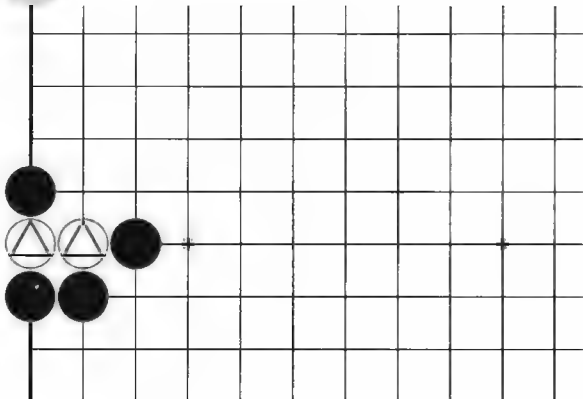
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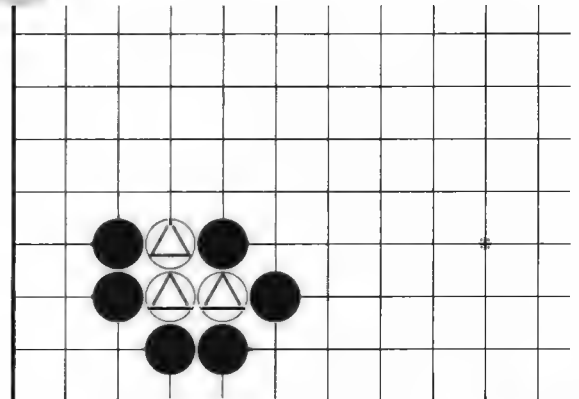
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5



6



1

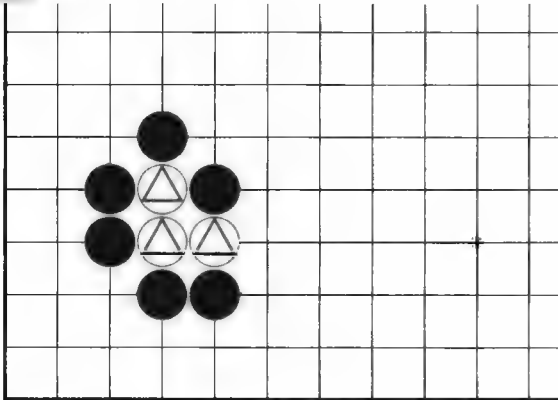
# Capturing 1



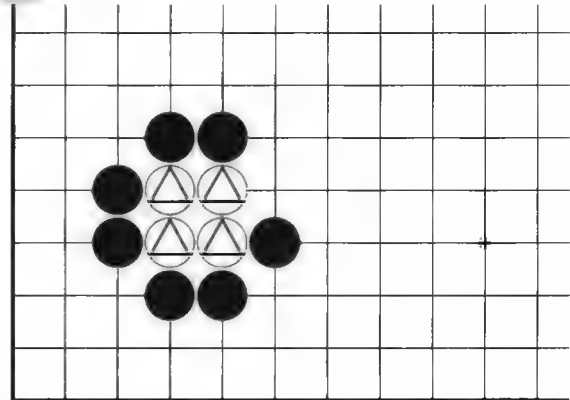
Spatial Sense

Capture the  stones.

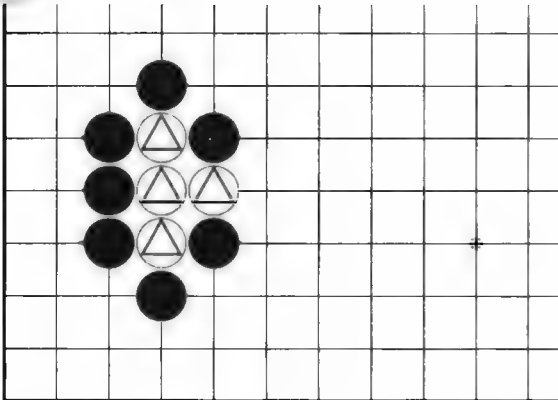
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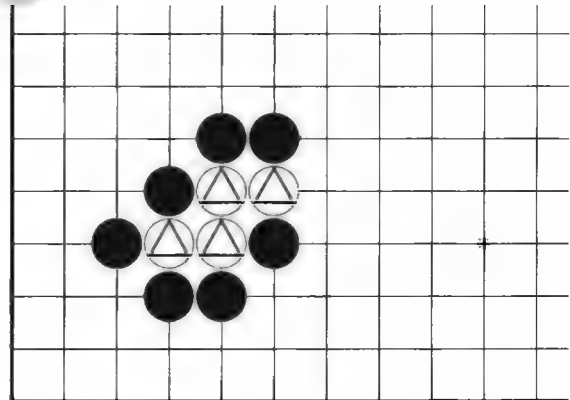
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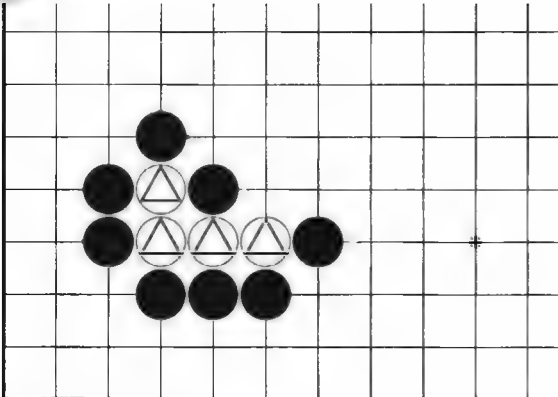
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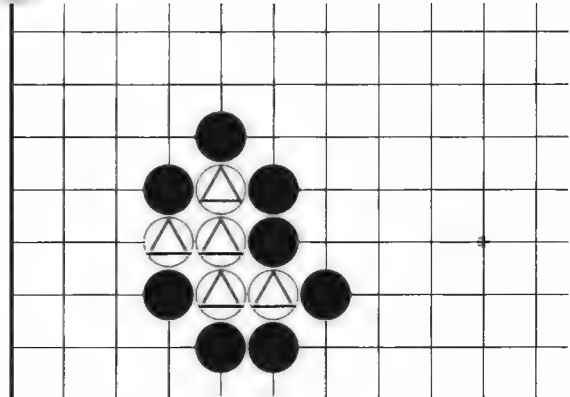
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1

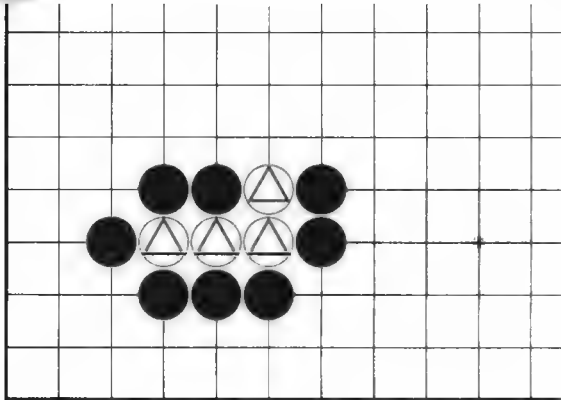
# Capturing 1



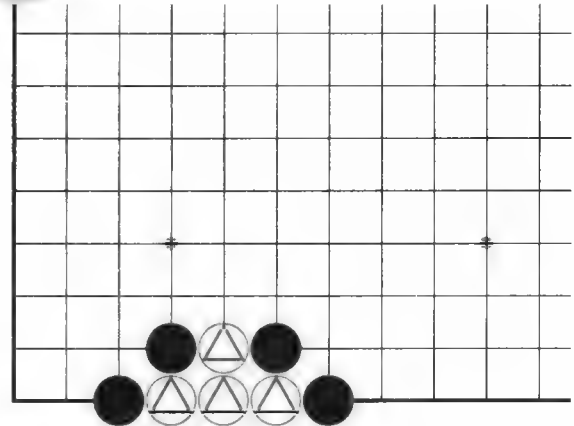
Spatial Sense

Capture the white stones.

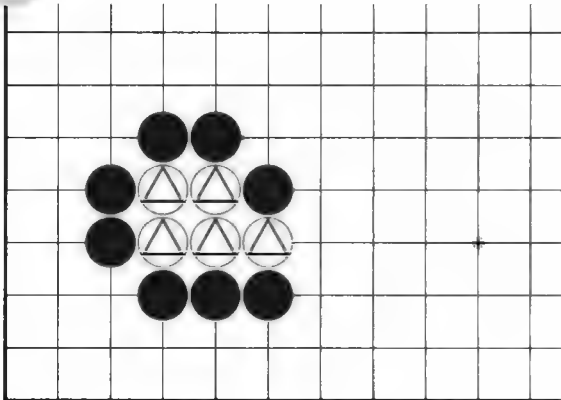
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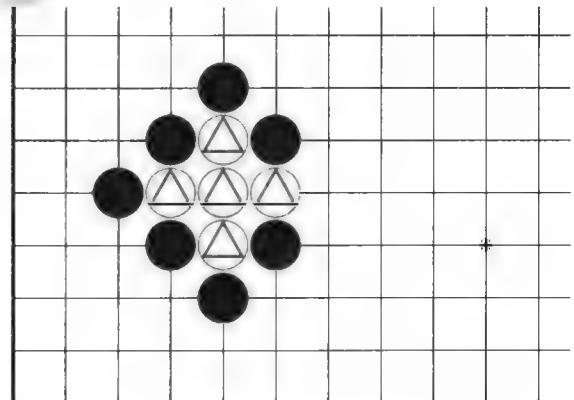
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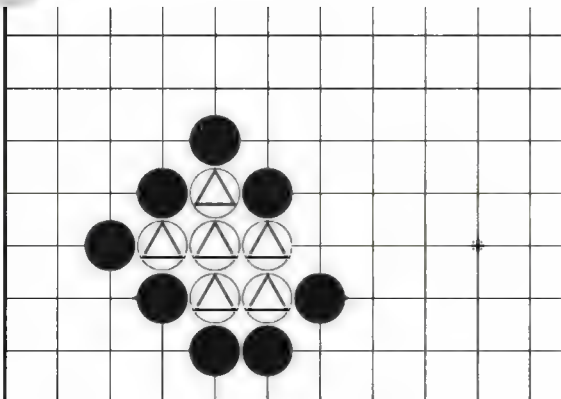
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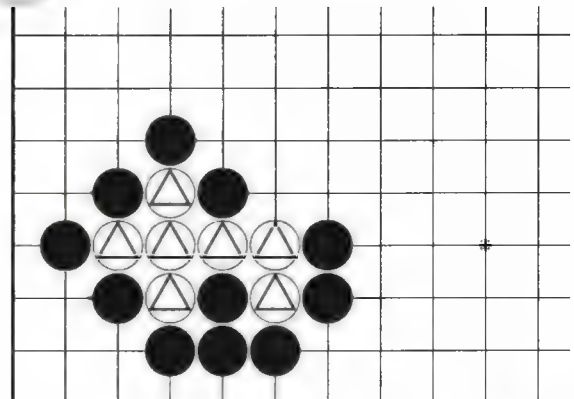
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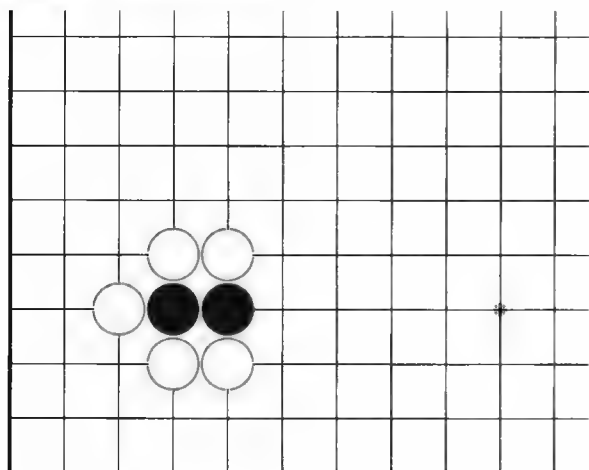


# 1

## Saving 1



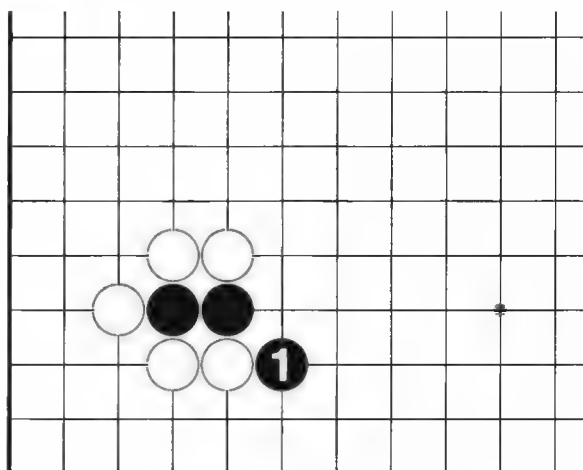
Situation



The black stones are in atari. How can Black save them?



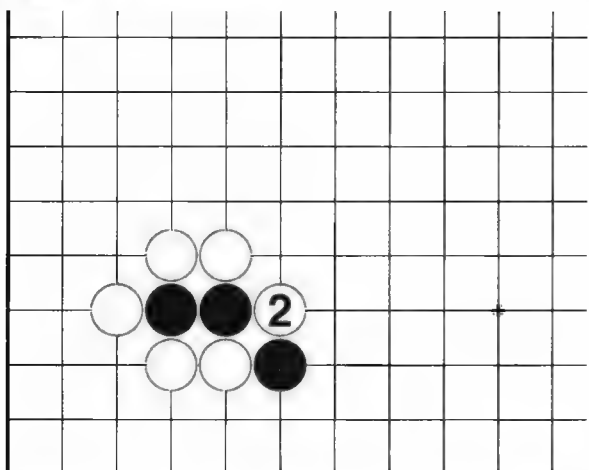
Failure 1



If Black plays at ①, he will fail. This way, the black stones can't be saved.



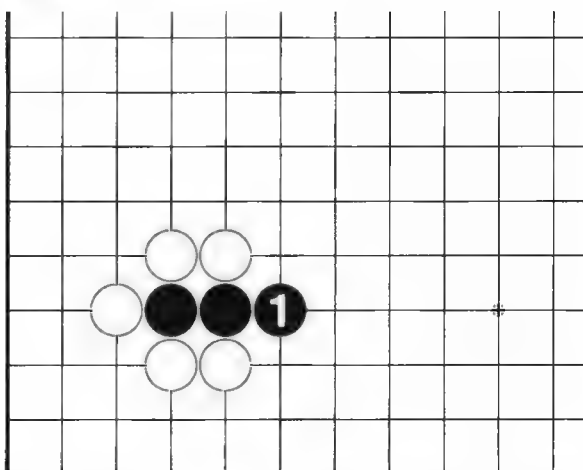
Failure 2



White captures two black stones with ②.



Success



Extending at ① is the correct move because Black gained more liberties. Increase liberties to save your stones.



1

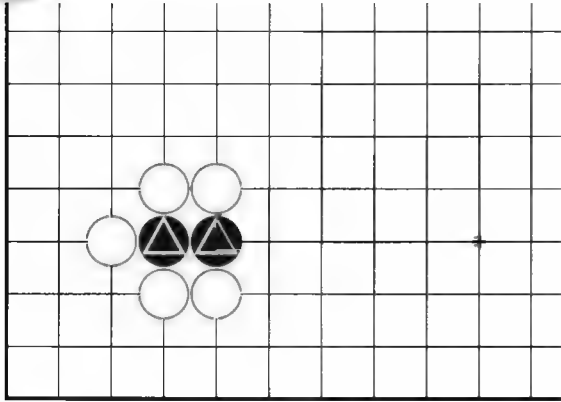
# Saving 1



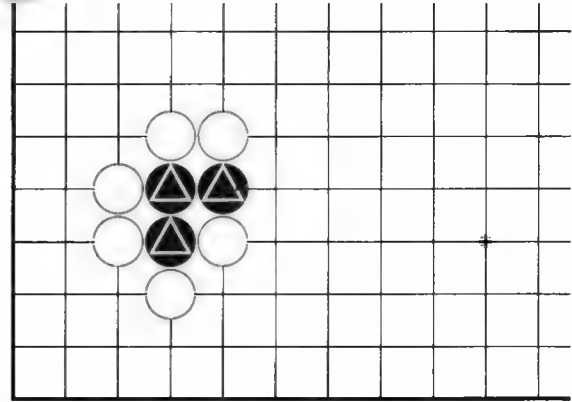
Spatial Sense

Where should Black play to save the  stones?

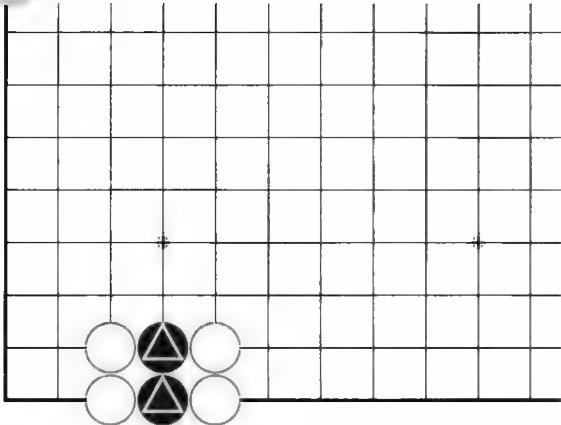
1



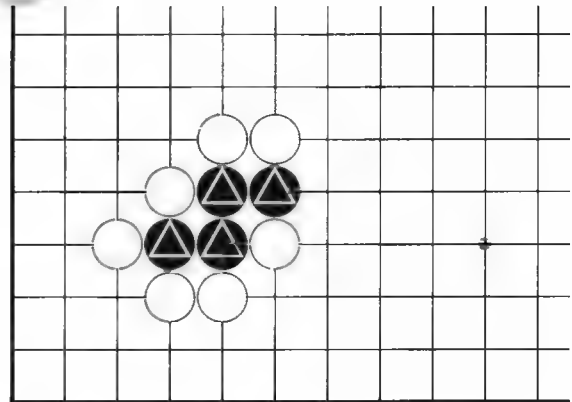
2



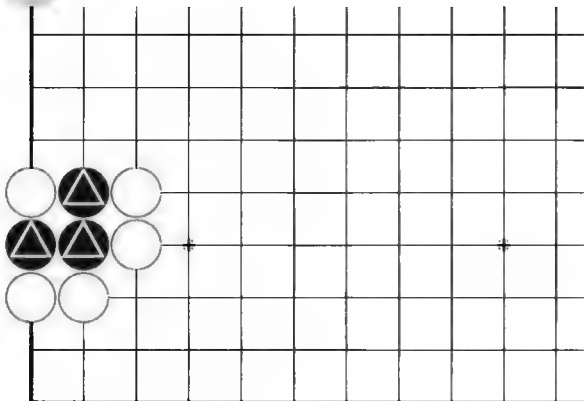
3



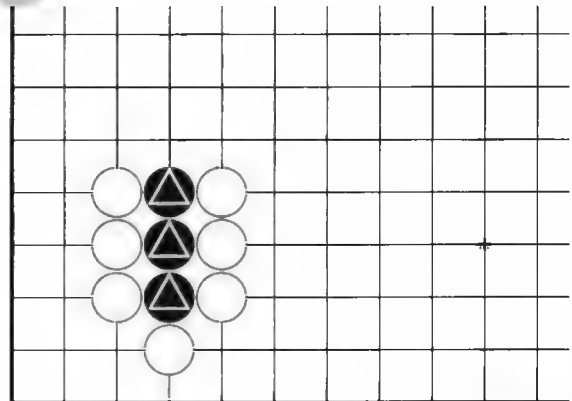
4



5



6



1

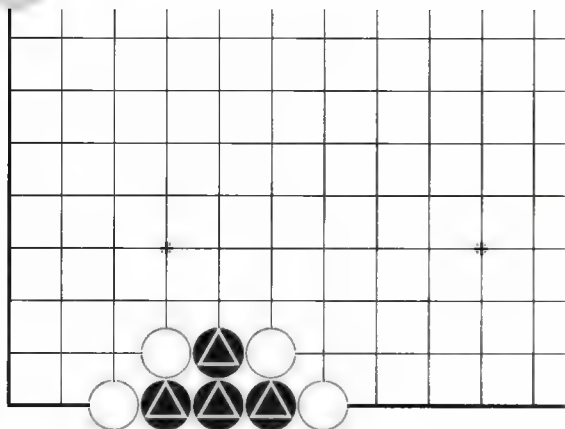
# Saving 1



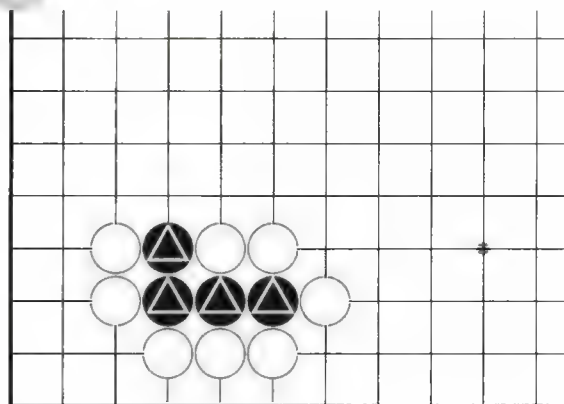
Spatial Sense

Save the  stones.

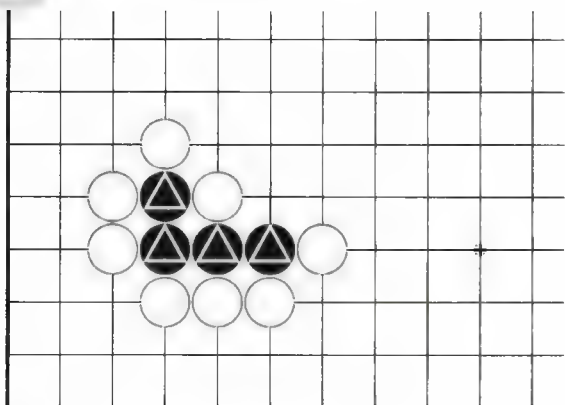
7



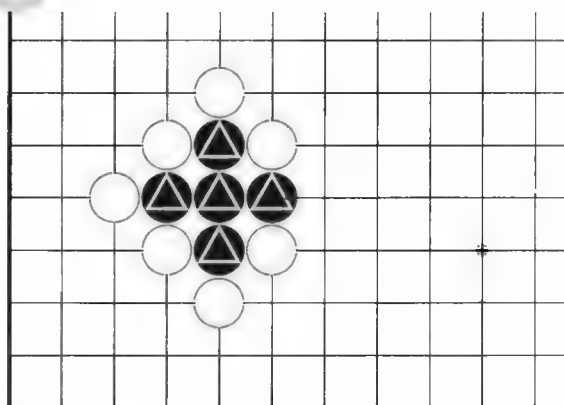
8



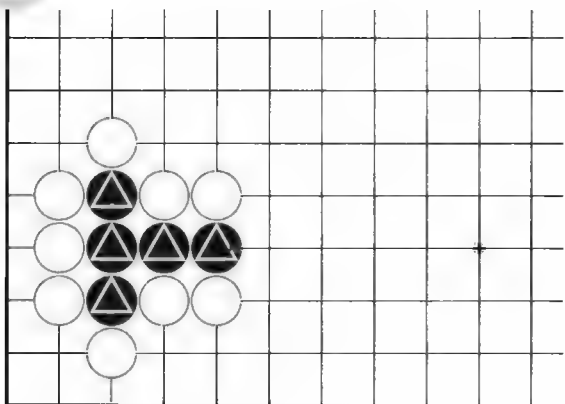
9



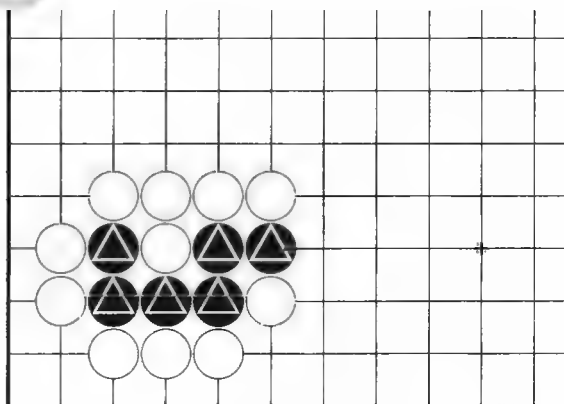
10



11



12





1

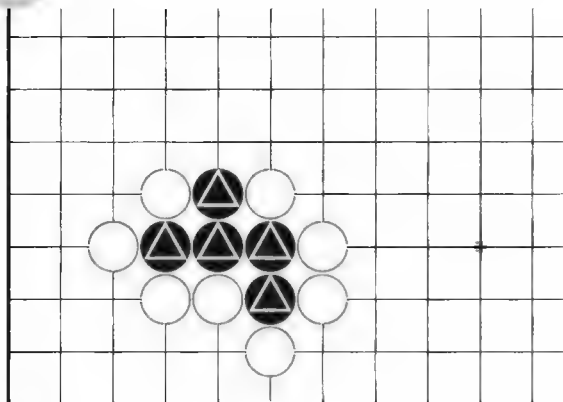
# Saving 1



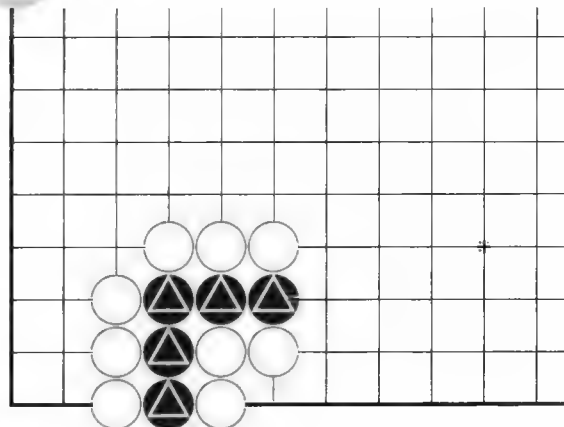
Spatial Sense

Save the black stones.

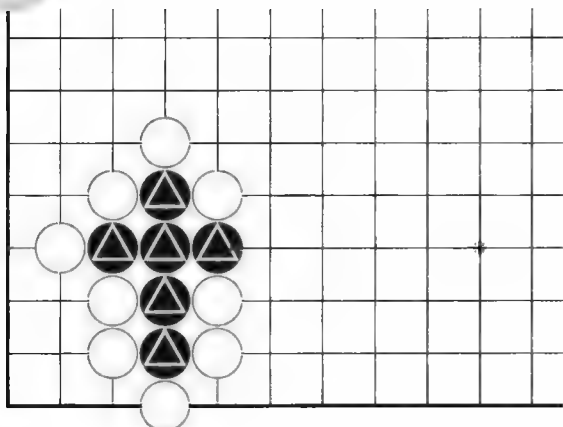
13



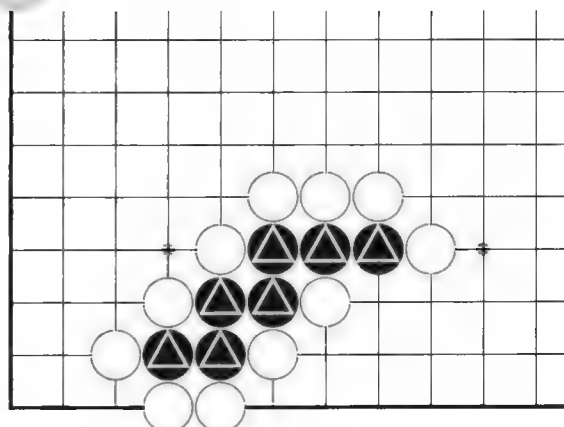
14



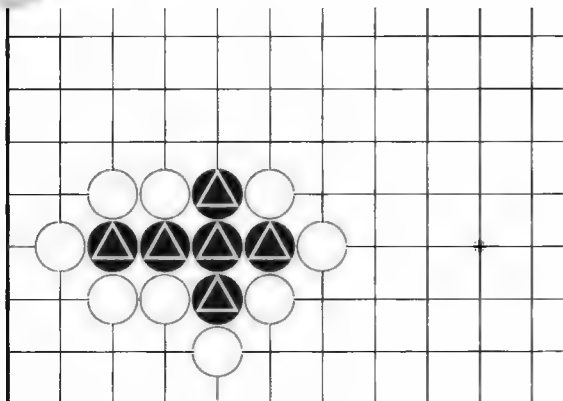
15



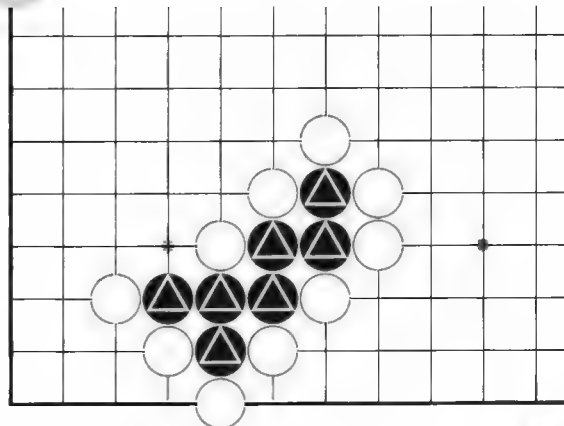
16



17



18

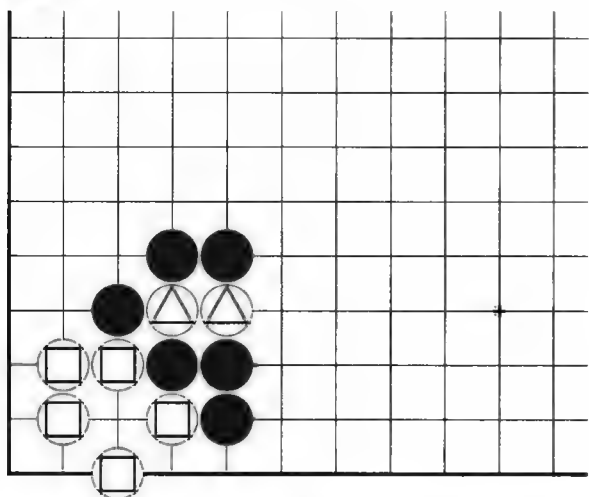


# 2

## Capturing 2



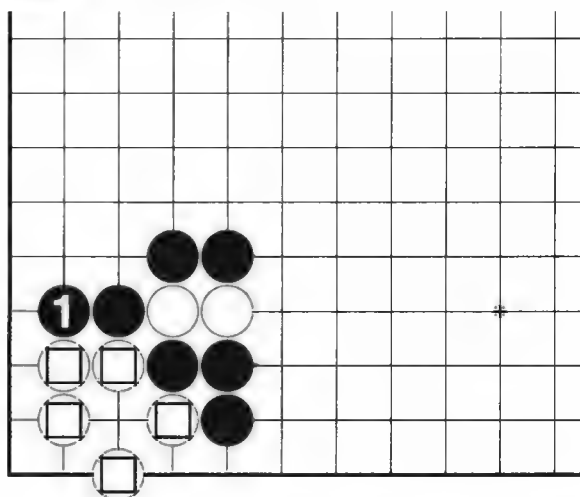
### Situation



Which of the white stones can Black capture - the or the ones?



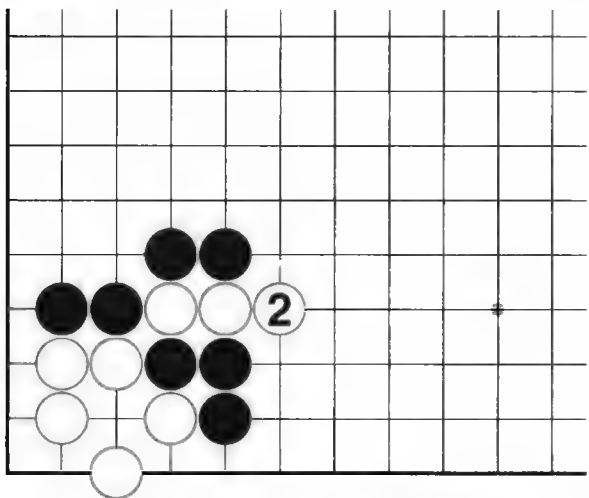
### Failure 1



Black can't capture the stones because they have many liberties.



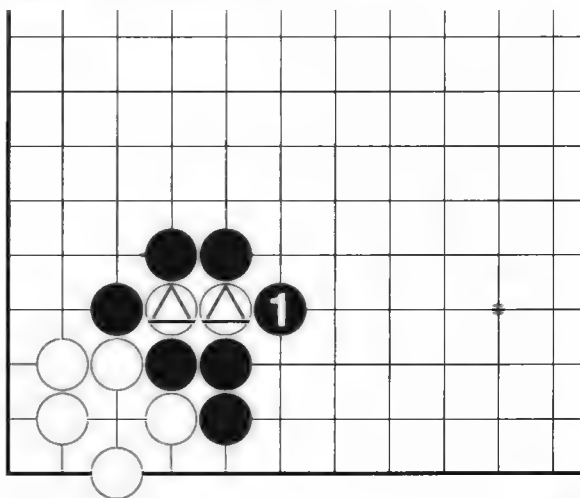
### Failure 2



After White escapes with ②, Black can't capture any white stone.



### Success



However, Black can capture the stones by blocking the last liberty.



# 2

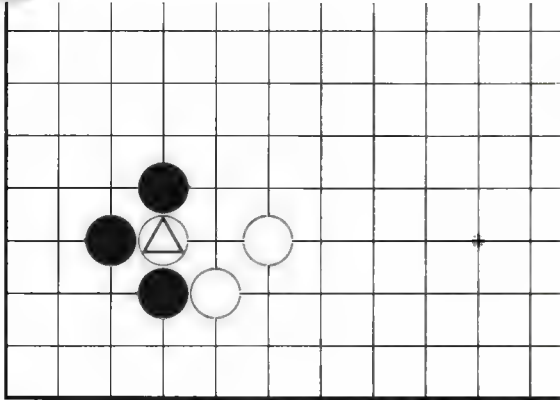
## Capturing 2



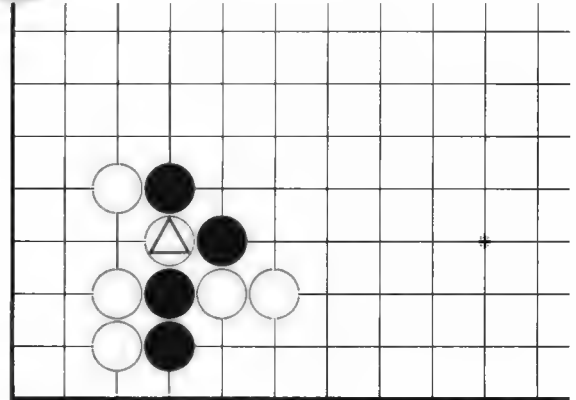
Spatial Sense

Capture the  stones.

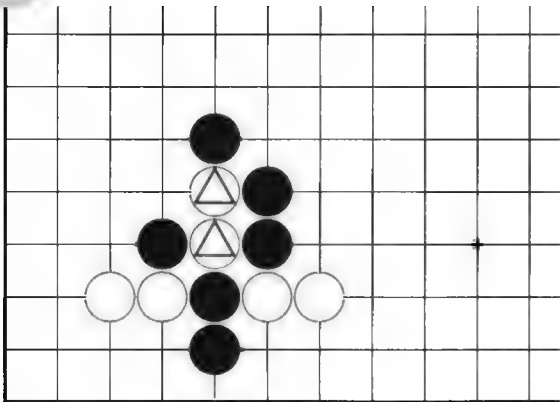
1



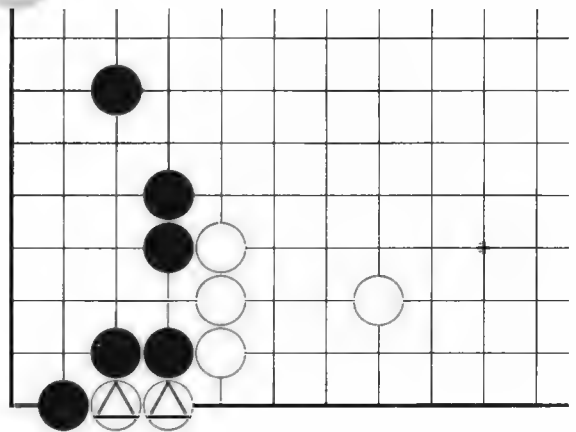
2



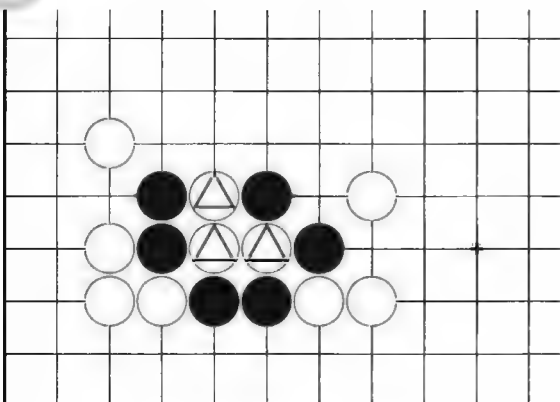
3



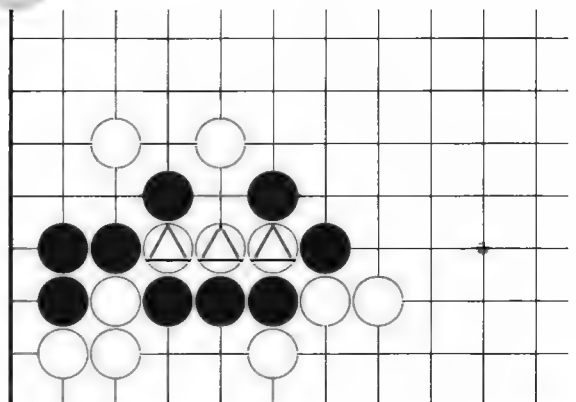
4



5



6



# 2

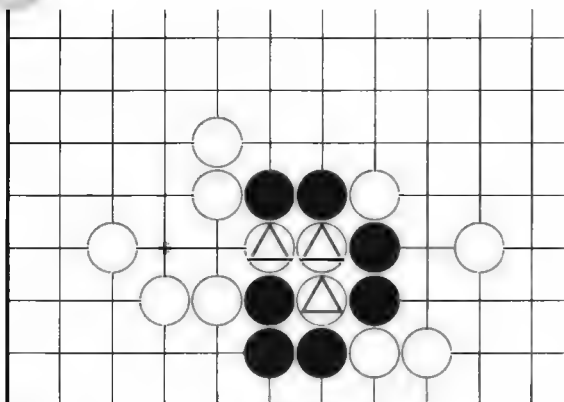
## Capturing 2



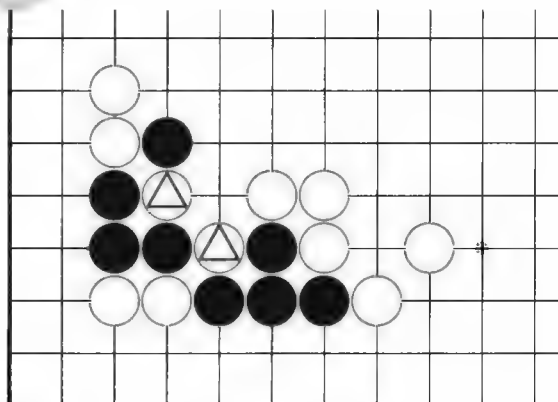
Spatial Sense

Capture the  stones.

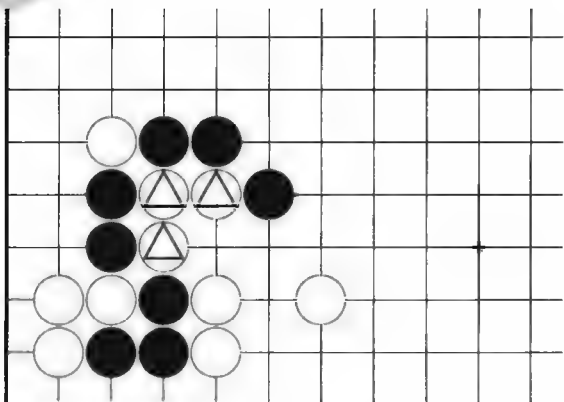
7



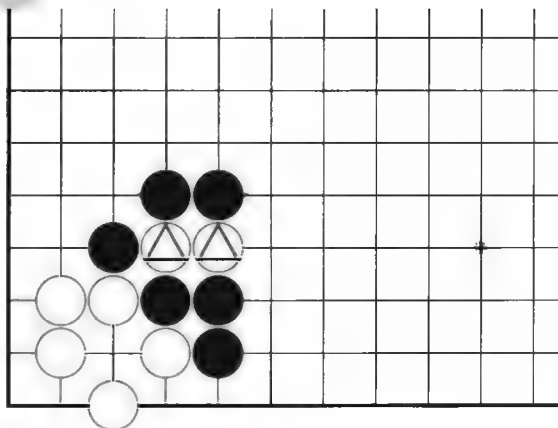
8



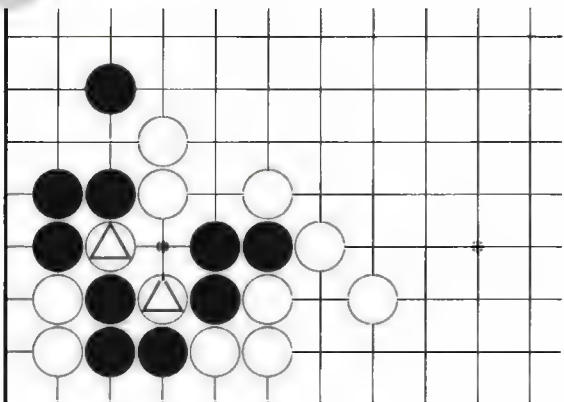
9



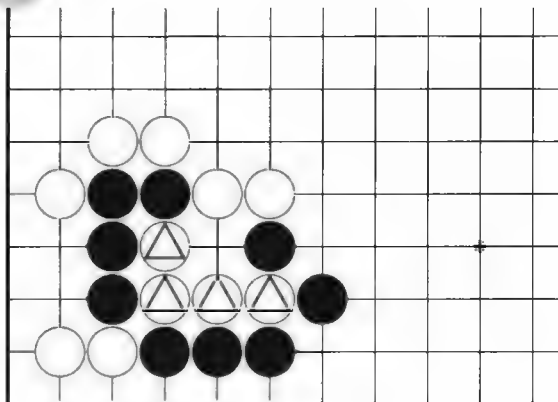
10



11



12





# 2

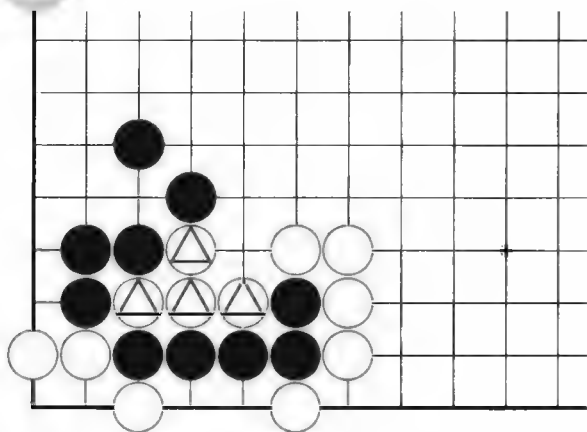
## Capturing 2



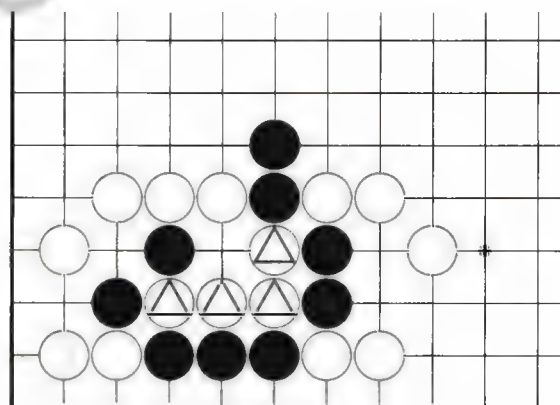
Spatial Sense

Capture the white stones.

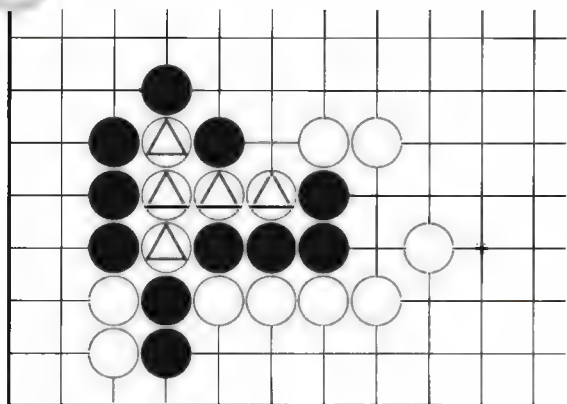
13



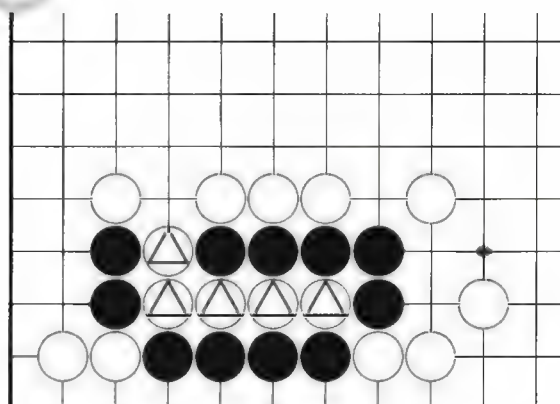
14



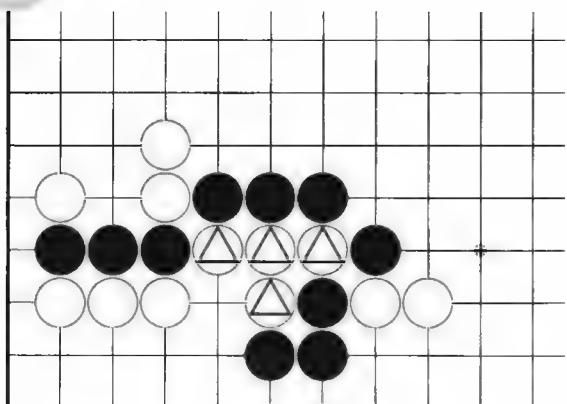
15



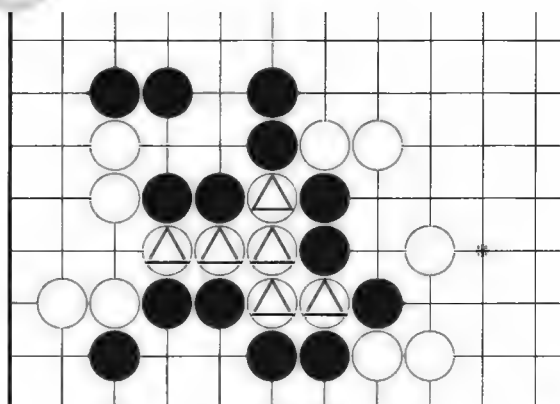
16



17



18

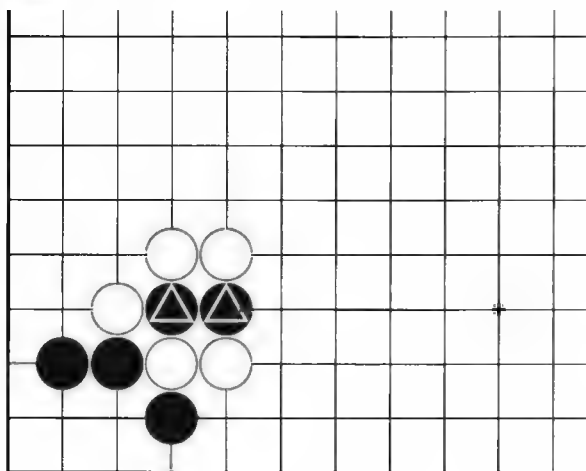


# 2

## Saving 2



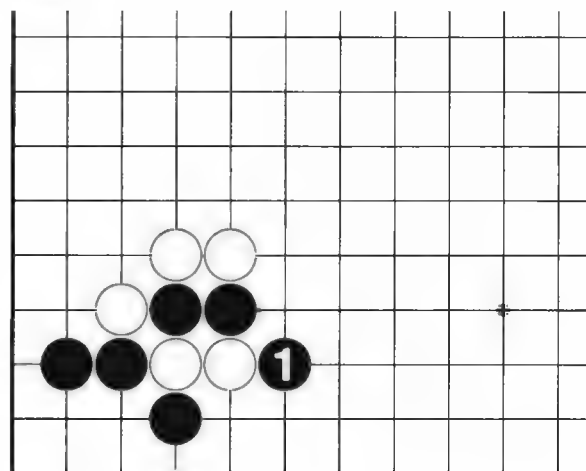
### Situation



Black needs to save the stones because they only have one liberty left. In other words, these black stones are in atari.



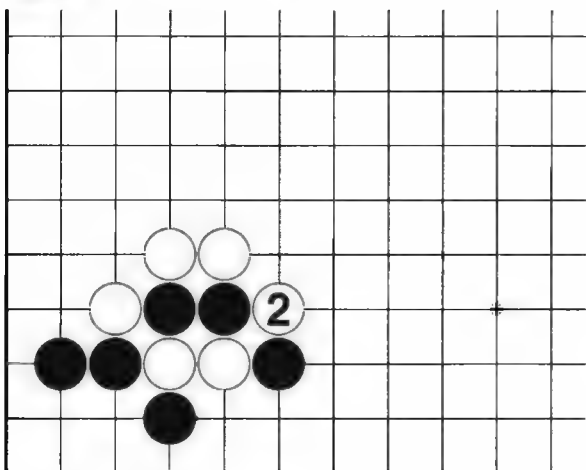
### Failure 1



Black's stones are in danger. Can he aim to capture White's stones?



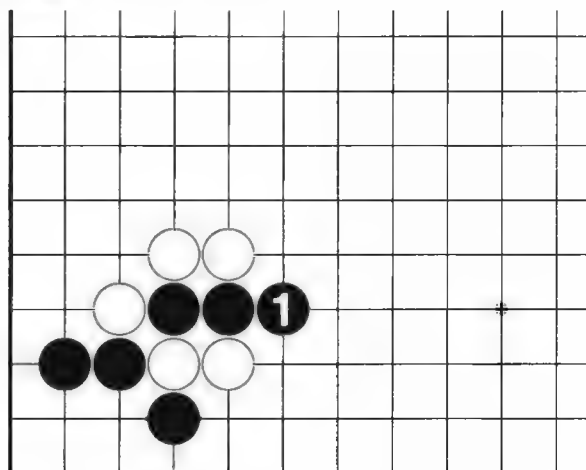
### Failure 2



It's not a good idea. Like this, White will capture first.



### Success



Fantastic! Black increases his liberties and is safe.



# 2

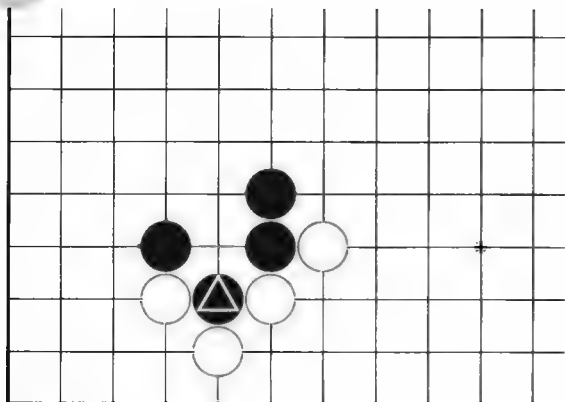
## Saving 2



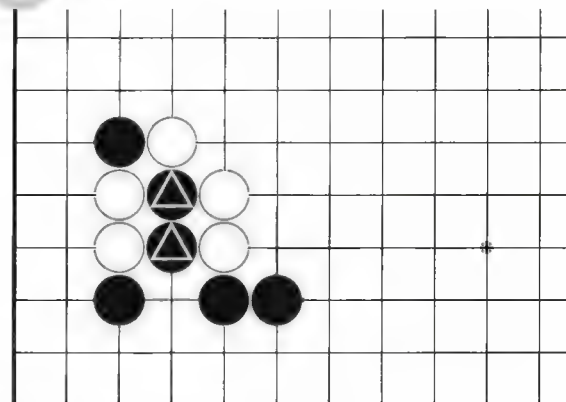
Spatial Sense

Save the  stones.

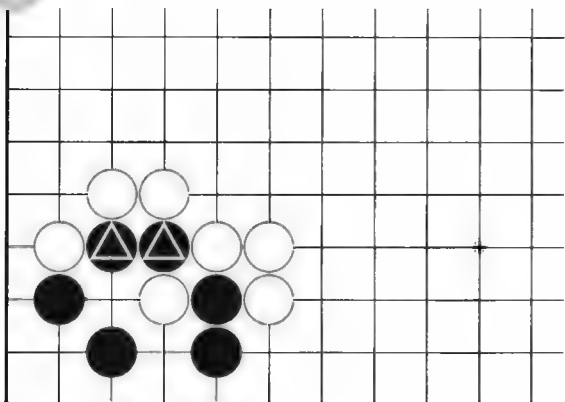
1



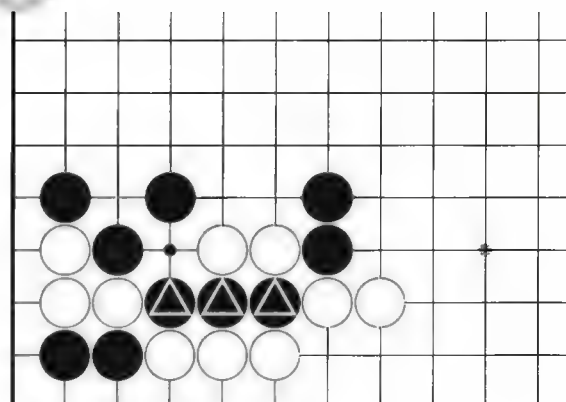
2



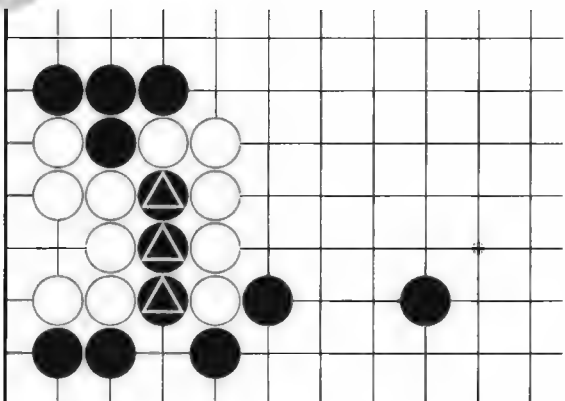
3



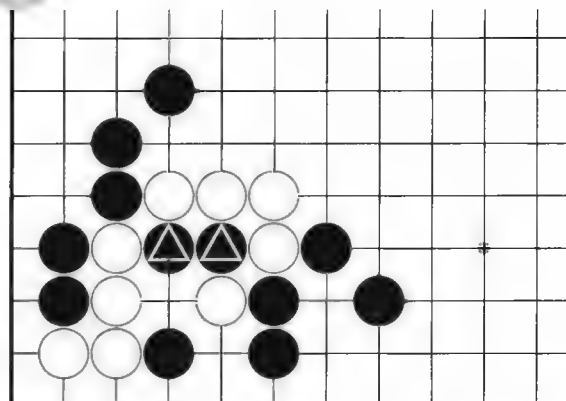
4



5



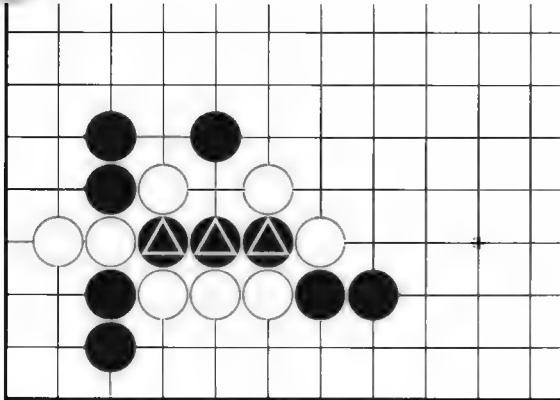
6



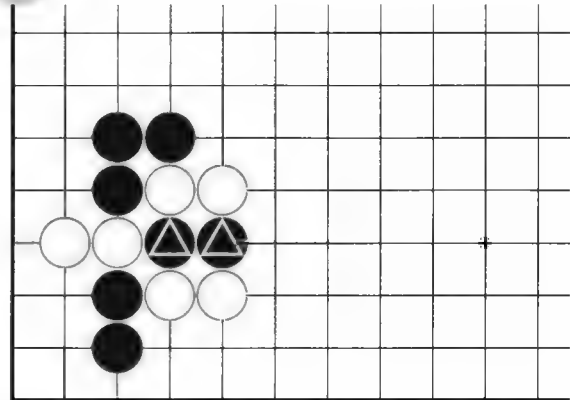


Save the  stones.

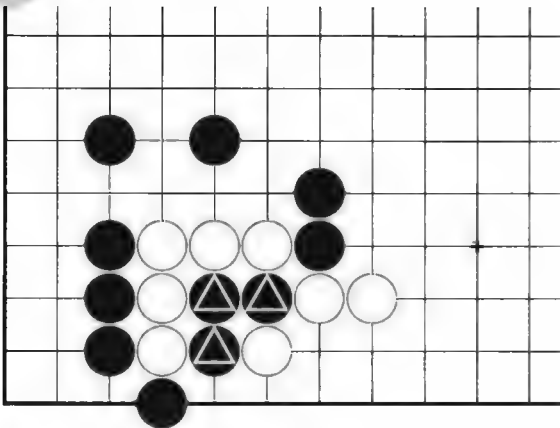
7



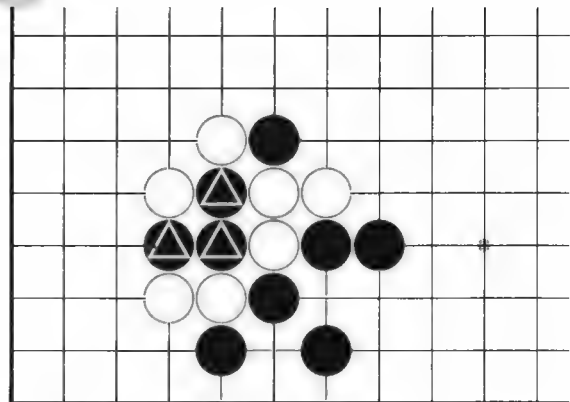
8



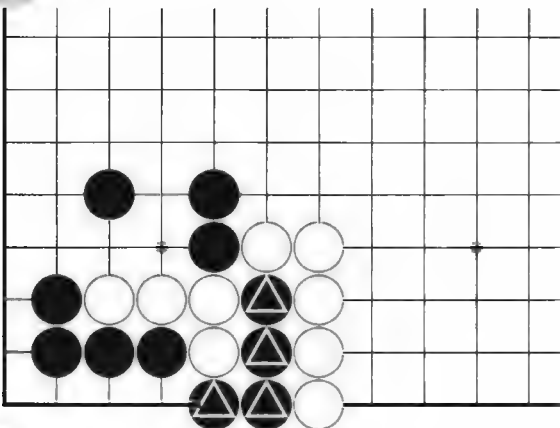
9



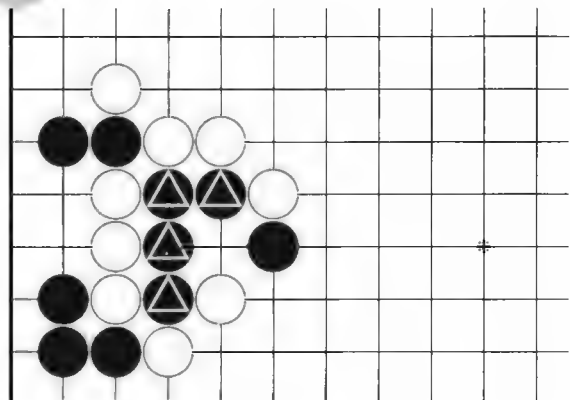
10



11



12





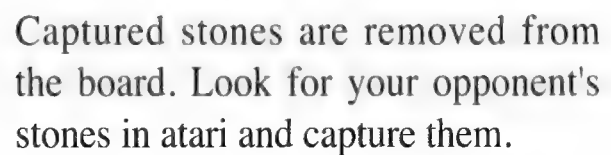
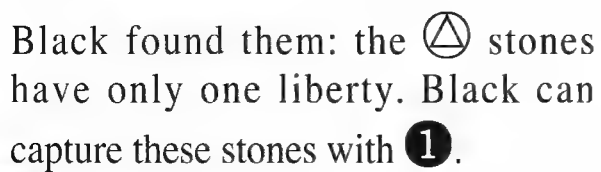
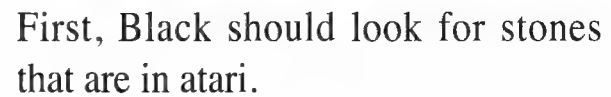


Save the  stones.

A 10x10 grid with black and white circles and triangles. The black pieces are located at (1,1), (1,2), (2,1), (2,2), (2,3), (2,4), (2,5), (2,6), (2,7), (2,8), (2,9), (2,10), (3,1), (3,2), (3,3), (3,4), (3,5), (3,6), (3,7), (3,8), (3,9), (3,10), (4,1), (4,2), (4,3), (4,4), (4,5), (4,6), (4,7), (4,8), (4,9), (4,10), (5,1), (5,2), (5,3), (5,4), (5,5), (5,6), (5,7), (5,8), (5,9), (5,10), (6,1), (6,2), (6,3), (6,4), (6,5), (6,6), (6,7), (6,8), (6,9), (6,10), (7,1), (7,2), (7,3), (7,4), (7,5), (7,6), (7,7), (7,8), (7,9), (7,10), (8,1), (8,2), (8,3), (8,4), (8,5), (8,6), (8,7), (8,8), (8,9), (8,10), (9,1), (9,2), (9,3), (9,4), (9,5), (9,6), (9,7), (9,8), (9,9), (9,10), (10,1), (10,2), (10,3), (10,4), (10,5), (10,6), (10,7), (10,8), (10,9), (10,10). The white pieces are located at (1,3), (1,4), (1,5), (1,6), (1,7), (1,8), (1,9), (1,10), (2,3), (2,4), (2,5), (2,6), (2,7), (2,8), (2,9), (2,10), (3,3), (3,4), (3,5), (3,6), (3,7), (3,8), (3,9), (3,10), (4,3), (4,4), (4,5), (4,6), (4,7), (4,8), (4,9), (4,10), (5,3), (5,4), (5,5), (5,6), (5,7), (5,8), (5,9), (5,10), (6,3), (6,4), (6,5), (6,6), (6,7), (6,8), (6,9), (6,10), (7,3), (7,4), (7,5), (7,6), (7,7), (7,8), (7,9), (7,10), (8,3), (8,4), (8,5), (8,6), (8,7), (8,8), (8,9), (8,10), (9,3), (9,4), (9,5), (9,6), (9,7), (9,8), (9,9), (9,10), (10,3), (10,4), (10,5), (10,6), (10,7), (10,8), (10,9), (10,10). The triangles are located at (1,3), (1,4), (1,5), (1,6), (1,7), (1,8), (1,9), (1,10), (2,3), (2,4), (2,5), (2,6), (2,7), (2,8), (2,9), (2,10), (3,3), (3,4), (3,5), (3,6), (3,7), (3,8), (3,9), (3,10), (4,3), (4,4), (4,5), (4,6), (4,7), (4,8), (4,9), (4,10), (5,3), (5,4), (5,5), (5,6), (5,7), (5,8), (5,9), (5,10), (6,3), (6,4), (6,5), (6,6), (6,7), (6,8), (6,9), (6,10), (7,3), (7,4), (7,5), (7,6), (7,7), (7,8), (7,9), (7,10), (8,3), (8,4), (8,5), (8,6), (8,7), (8,8), (8,9), (8,10), (9,3), (9,4), (9,5), (9,6), (9,7), (9,8), (9,9), (9,10), (10,3), (10,4), (10,5), (10,6), (10,7), (10,8), (10,9), (10,10).

A 10x10 grid with black and white circles and triangles. The black pieces are located at (1,1), (1,2), (2,2), (2,3), (2,4), (3,3), (3,4), (3,5), (3,6), (3,7), (3,8), (3,9), (4,3), (4,4), (4,5), (4,6), (4,7), (4,8), (4,9), (4,10), (5,3), (5,4), (5,5), (5,6), (5,7), (5,8), (5,9), (5,10), (6,3), (6,4), (6,5), (6,6), (6,7), (6,8), (6,9), (6,10), (7,3), (7,4), (7,5), (7,6), (7,7), (7,8), (7,9), (7,10), (8,3), (8,4), (8,5), (8,6), (8,7), (8,8), (8,9), (8,10), (9,3), (9,4), (9,5), (9,6), (9,7), (9,8), (9,9), (9,10), (10,3), (10,4), (10,5), (10,6), (10,7), (10,8), (10,9), (10,10). The white pieces are located at (1,3), (1,4), (1,5), (1,6), (1,7), (1,8), (1,9), (1,10), (2,1), (2,5), (2,6), (2,7), (2,8), (2,9), (2,10), (3,1), (3,2), (3,6), (3,7), (3,8), (3,9), (3,10), (4,1), (4,2), (4,6), (4,7), (4,8), (4,9), (4,10), (5,1), (5,2), (5,6), (5,7), (5,8), (5,9), (5,10), (6,1), (6,2), (6,6), (6,7), (6,8), (6,9), (6,10), (7,1), (7,2), (7,6), (7,7), (7,8), (7,9), (7,10), (8,1), (8,2), (8,6), (8,7), (8,8), (8,9), (8,10), (9,1), (9,2), (9,6), (9,7), (9,8), (9,9), (9,10), (10,1), (10,2), (10,6), (10,7), (10,8), (10,9), (10,10). The triangles are located at (3,3), (3,4), (3,5), (3,6), (3,7), (3,8), (3,9), (3,10), (4,3), (4,4), (4,5), (4,6), (4,7), (4,8), (4,9), (4,10), (5,3), (5,4), (5,5), (5,6), (5,7), (5,8), (5,9), (5,10), (6,3), (6,4), (6,5), (6,6), (6,7), (6,8), (6,9), (6,10), (7,3), (7,4), (7,5), (7,6), (7,7), (7,8), (7,9), (7,10), (8,3), (8,4), (8,5), (8,6), (8,7), (8,8), (8,9), (8,10), (9,3), (9,4), (9,5), (9,6), (9,7), (9,8), (9,9), (9,10), (10,3), (10,4), (10,5), (10,6), (10,7), (10,8), (10,9), (10,10).

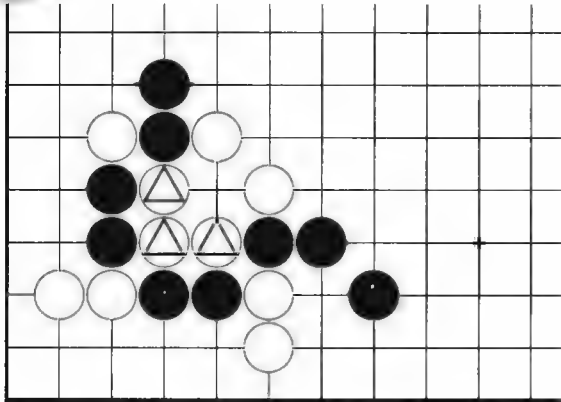
## Capturing 3



## Capturing 3



1



A 10x10 grid with a central cluster of black and white circles. A triangle is drawn around a black circle in the center. A small black dot is on the left side of the grid.



# 3

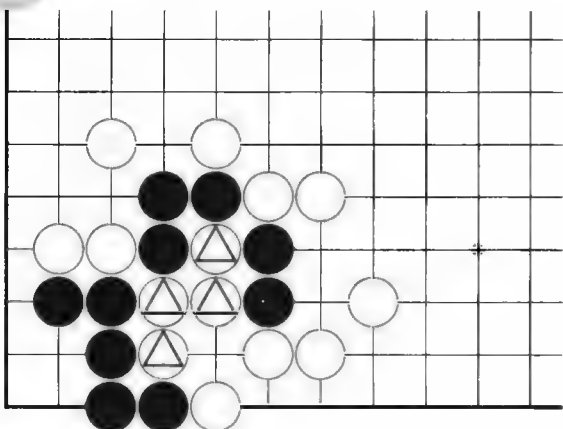
## Capturing 3



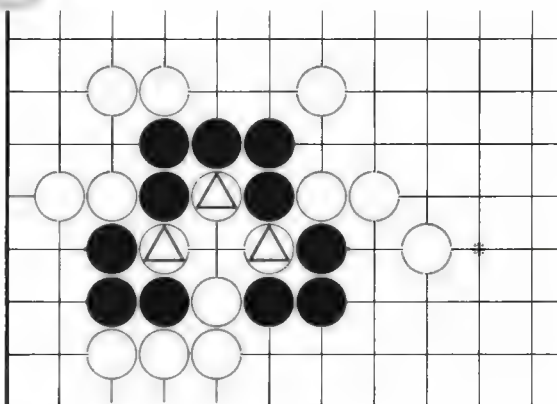
Spatial Sense

Capture the  stones.

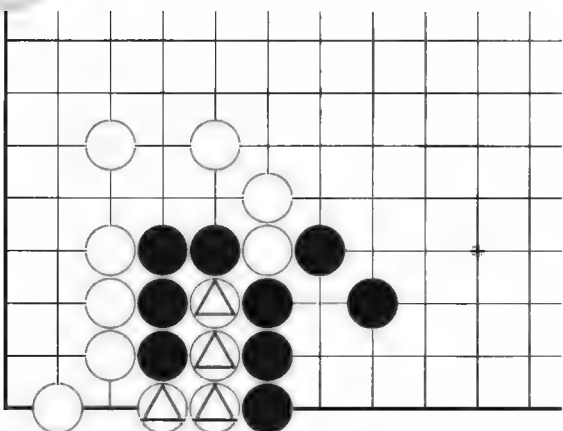
7



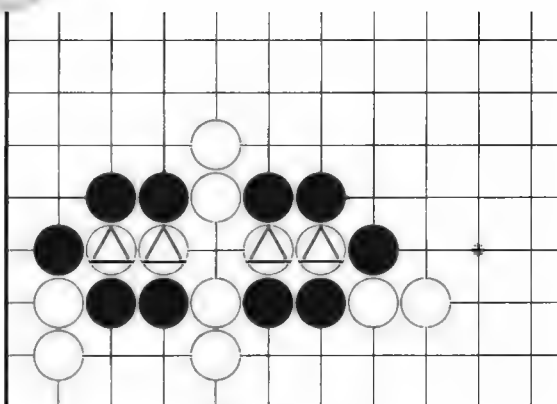
8



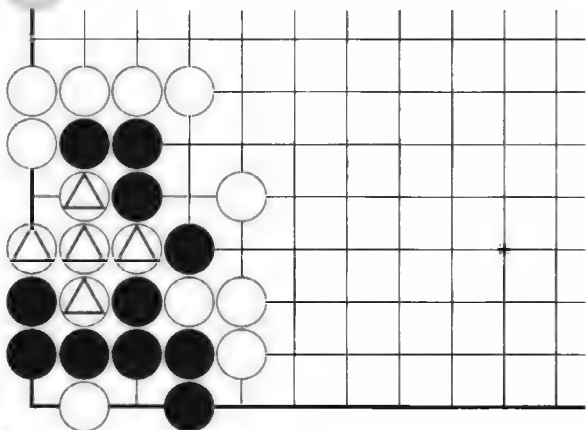
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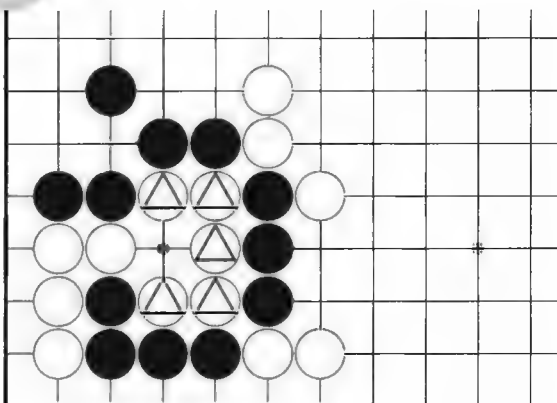
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11



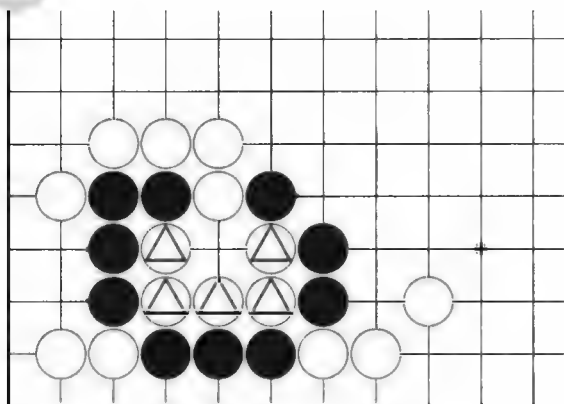
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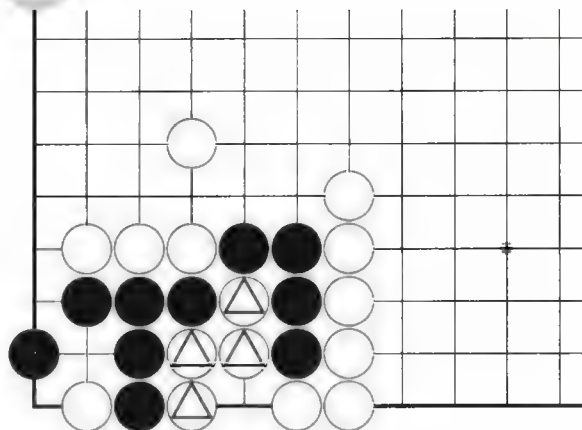


Look for white stones in atari and capture them.

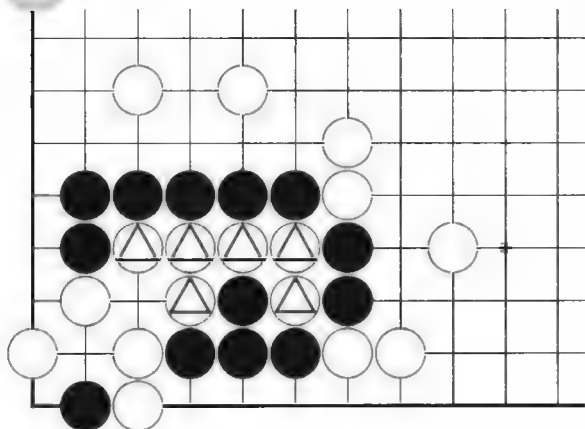
13



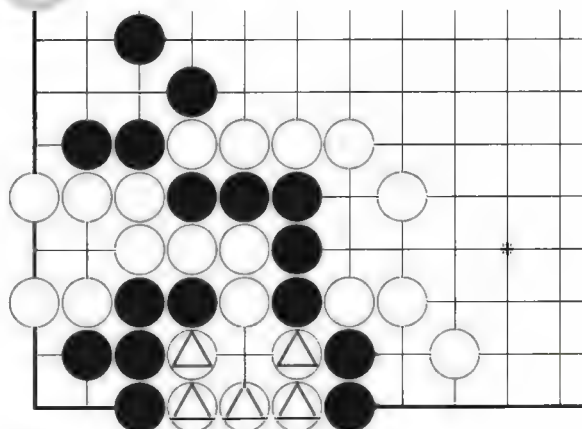
14



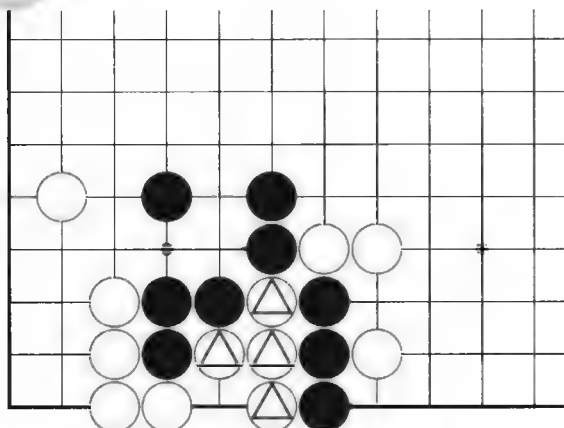
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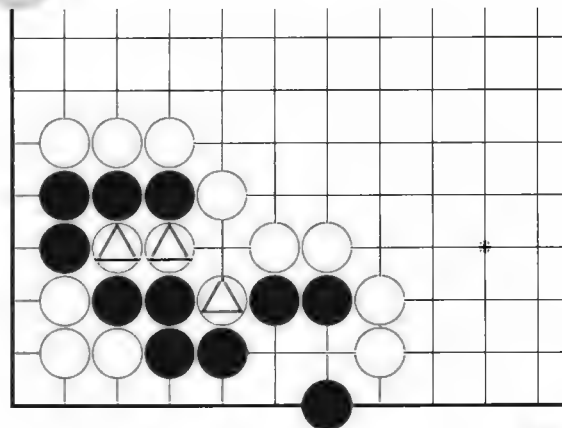
16



17



18

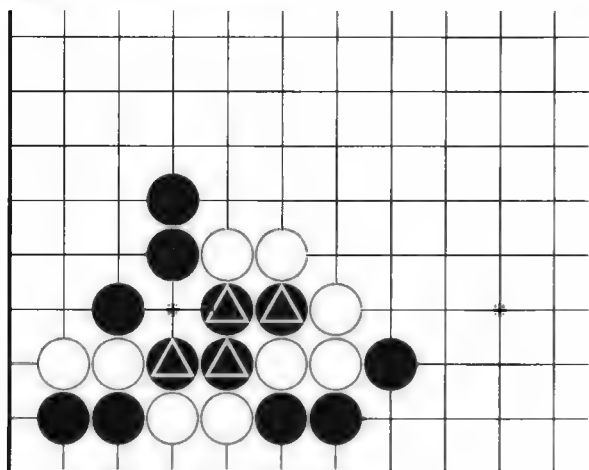



# 3

## Saving 3



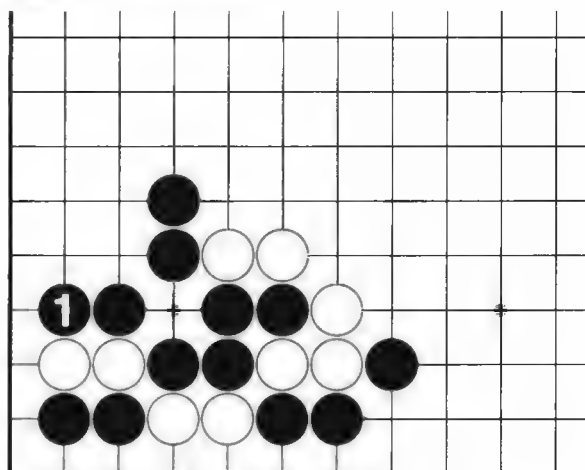
### Situation



How can Black save the  stones which are in atari?



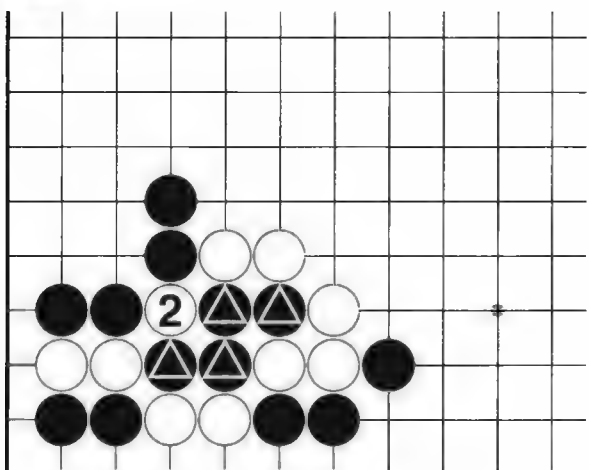
### Failure 1




Oh no! It's not wise to play atari, when your stones are in danger.



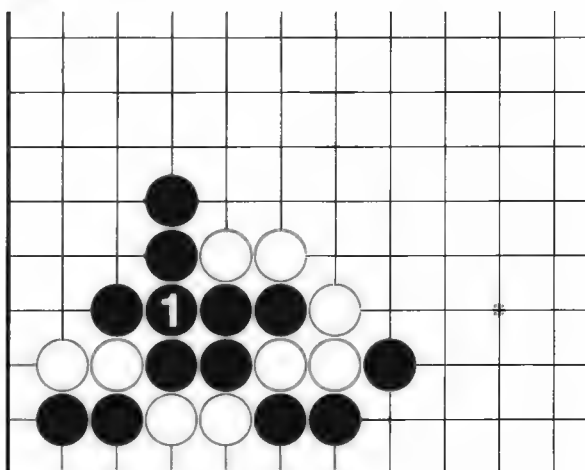
### Failure 2



This way, all the  stones are captured.



### Success



Black should save his stones in atari by connecting with **1**. Look for your stones in atari and save them.



# 3

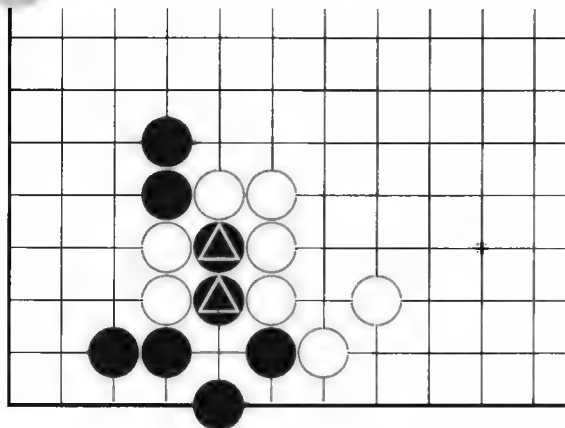
## Saving 3



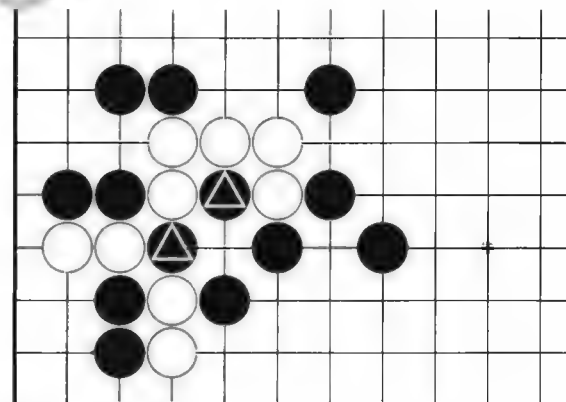
Spatial Sense

Save the  stones.

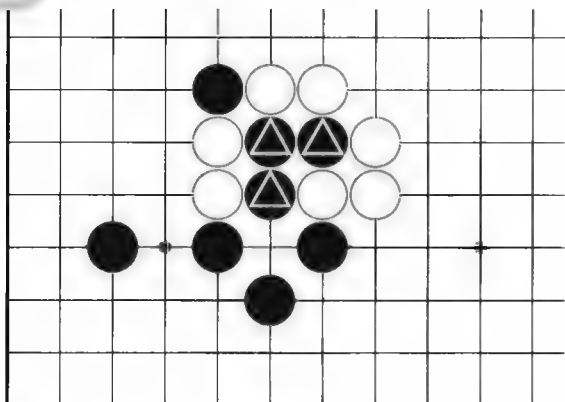
1



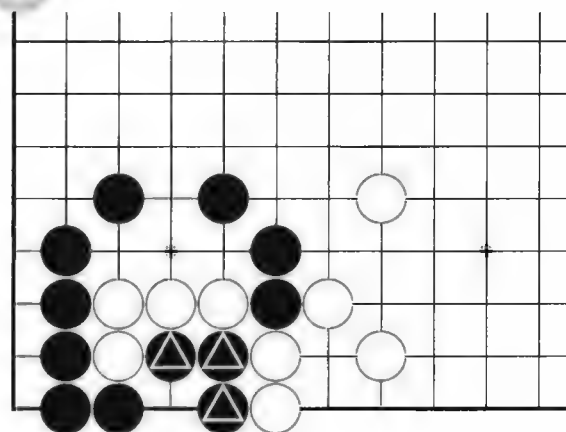
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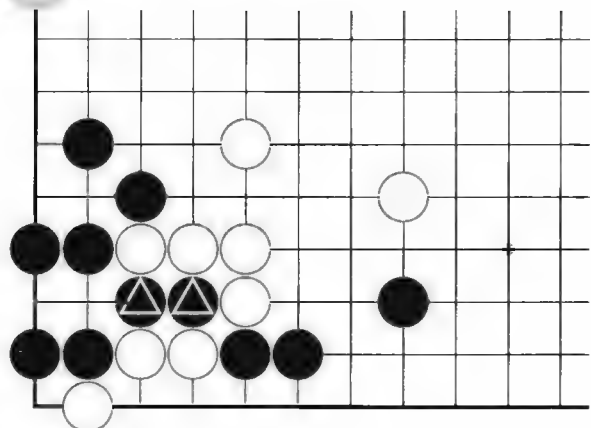
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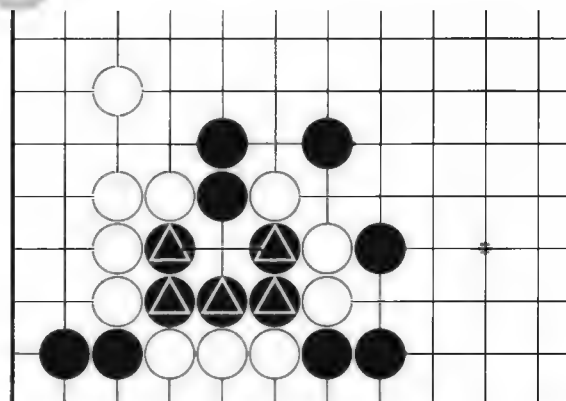
4



5



6



# 3

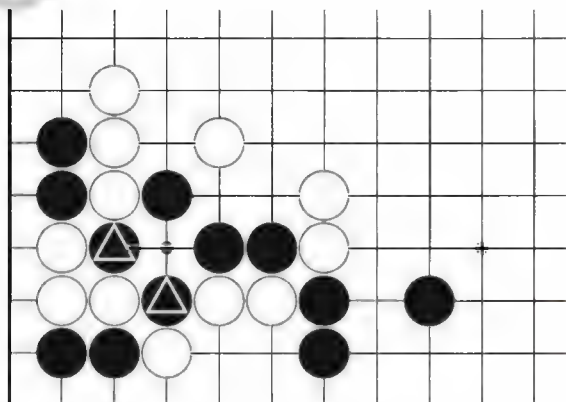
## Saving 3



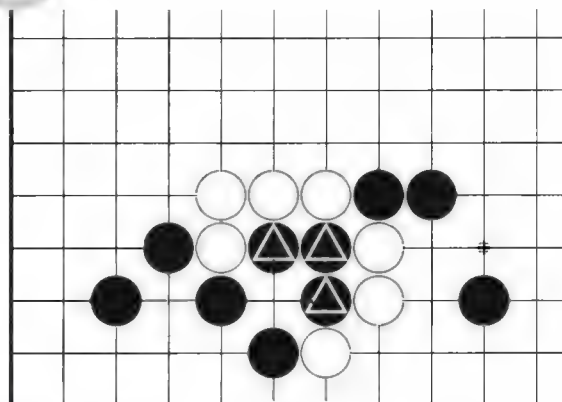
Spatial Sense

Save the  stones.

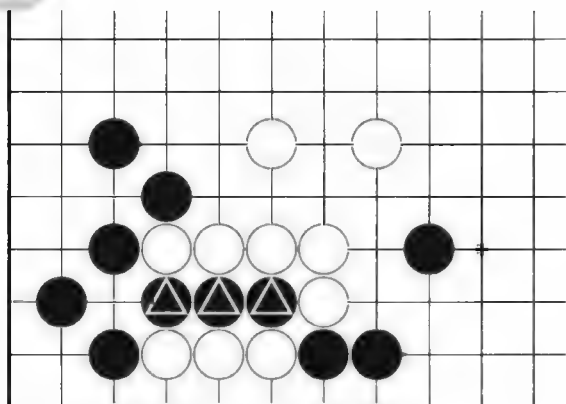
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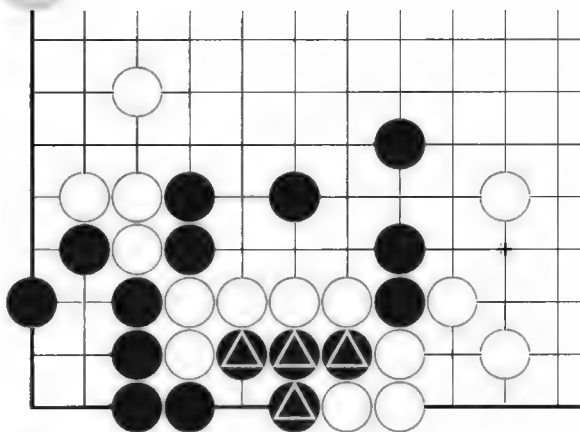
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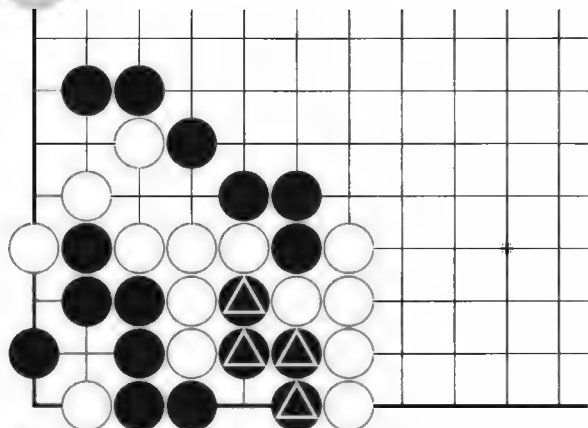
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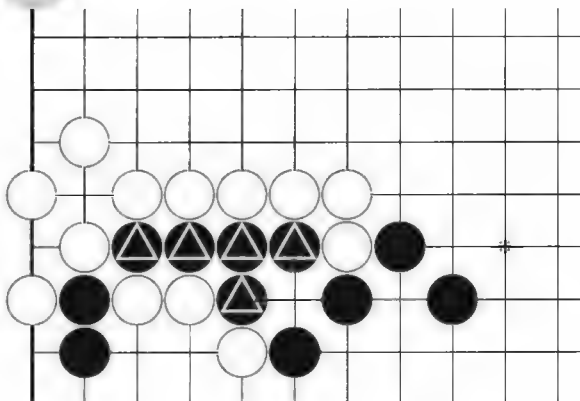
10



11



12



# 3

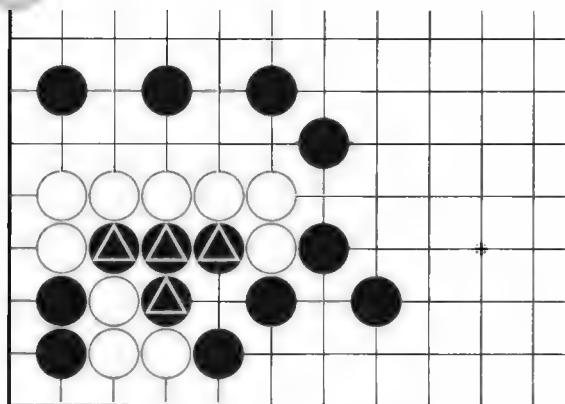
## Saving 3



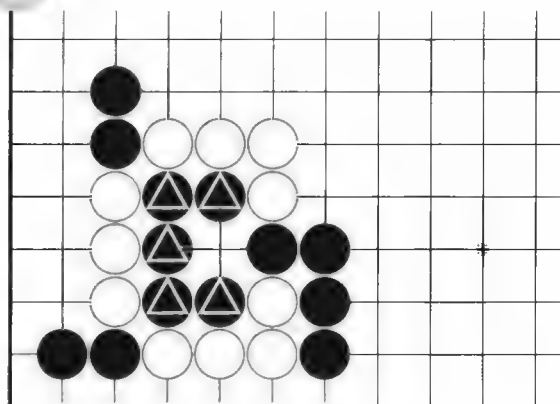
Spatial Sense

Look for black stones that are in atari and save them.

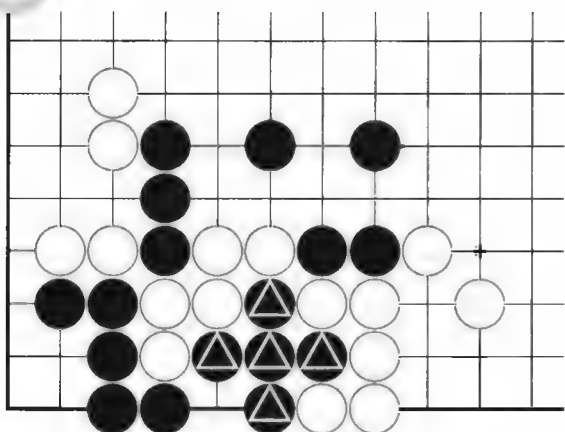
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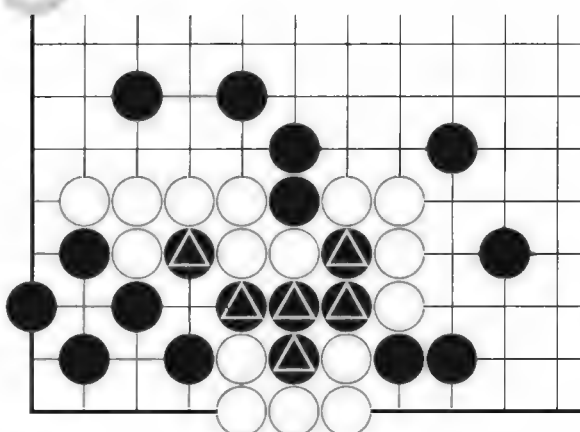
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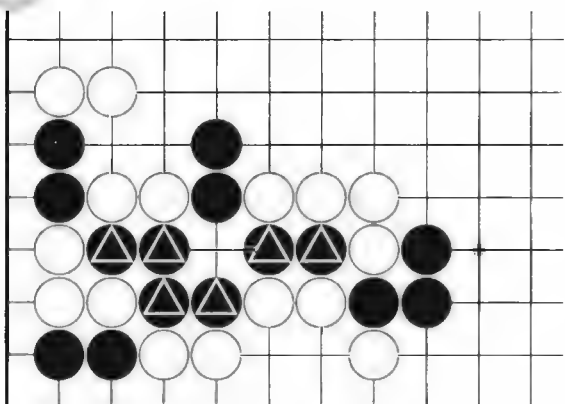
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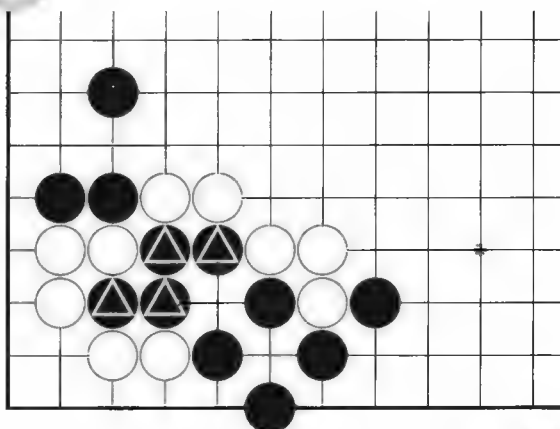
16



17



18



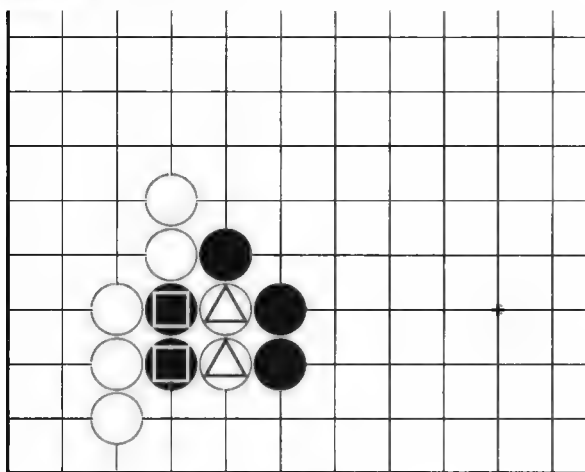


# 4

## Both Sides in Atari



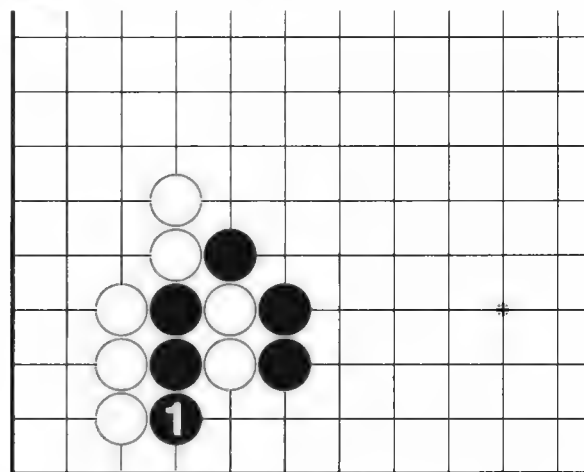
Situation



Both the  and  stones are in atari. Where should Black play?



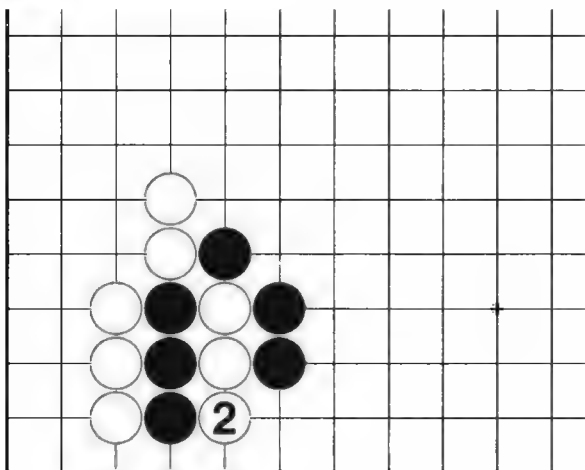
Failure 1



Don't try to save your stones like this!



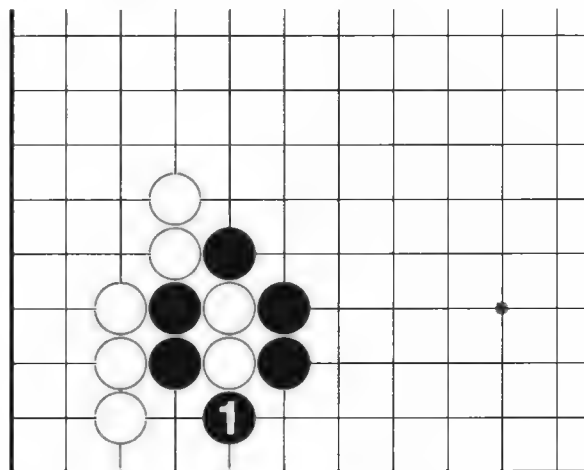
Failure 2



This way, White will capture Black's stones with ②.



Success



That's why Black should capture immediately with ①. When both sides are in atari, capture at once.

# 4

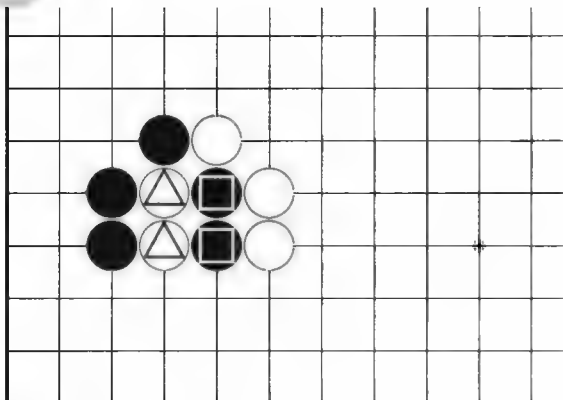
## Both Sides in Atari



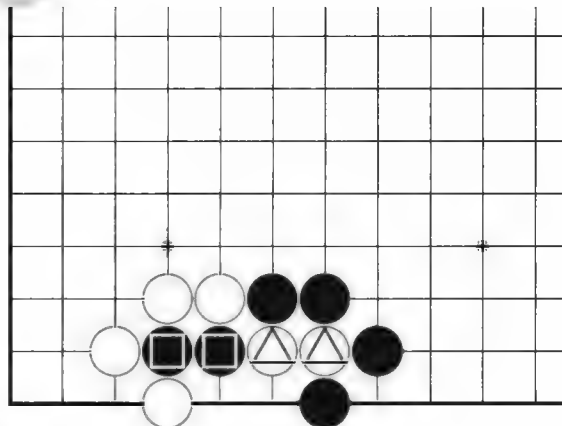
Judgment

Save the stones by capturing the stones.

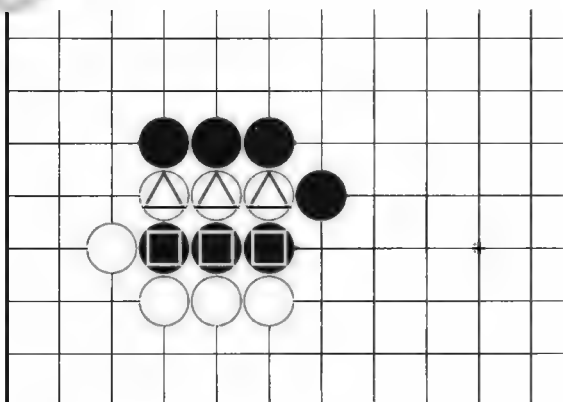
1



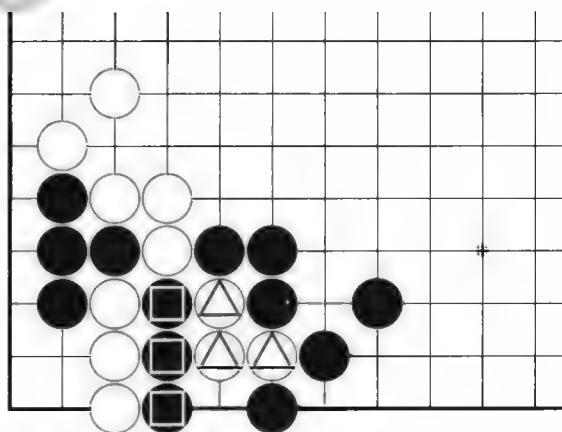
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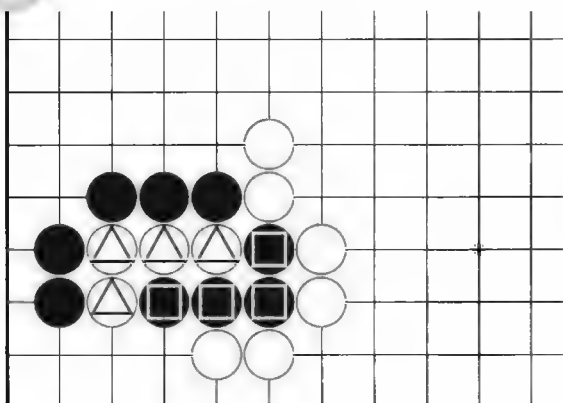
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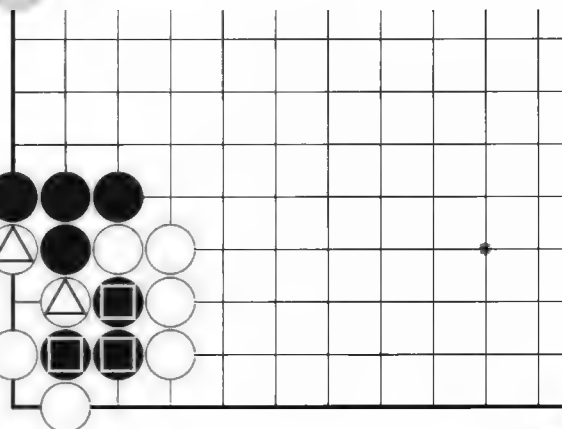
4



5



6



# 4

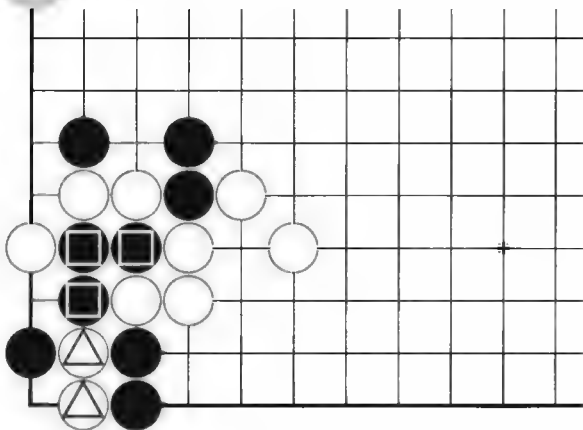
## Both Sides in Atari



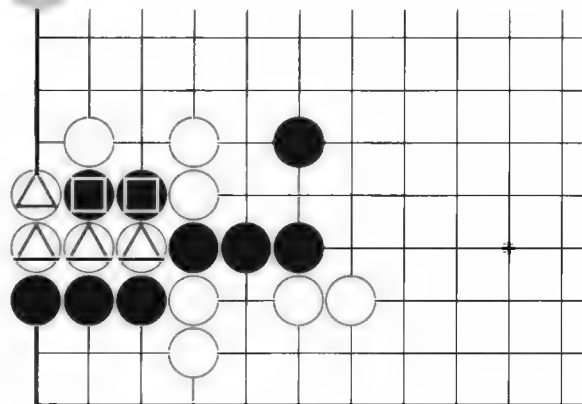
Judgment

Save the stones by capturing the stones.

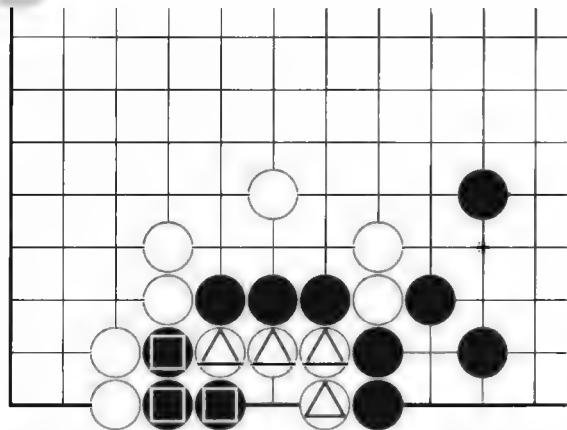
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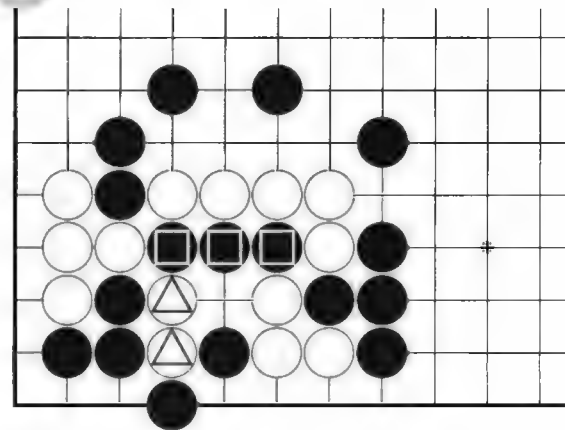
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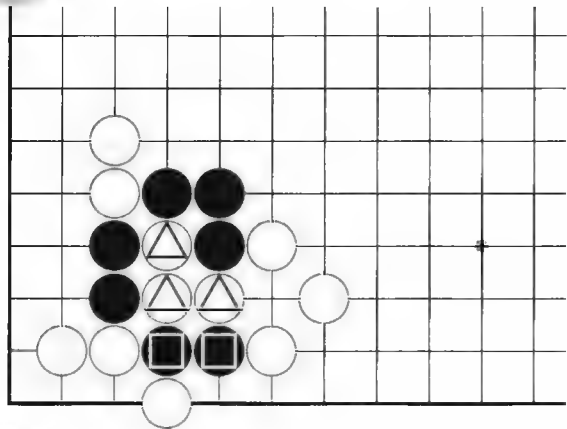
9



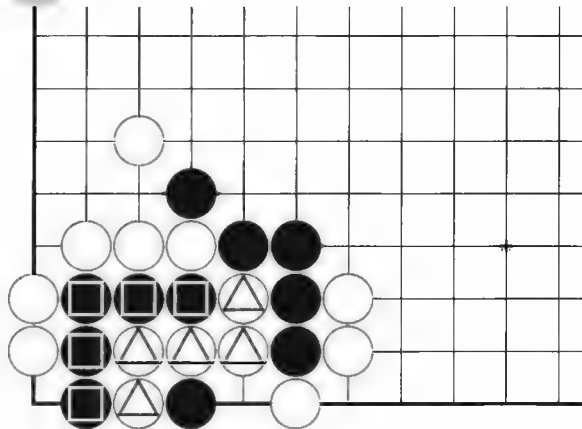
10



11



12





# 4

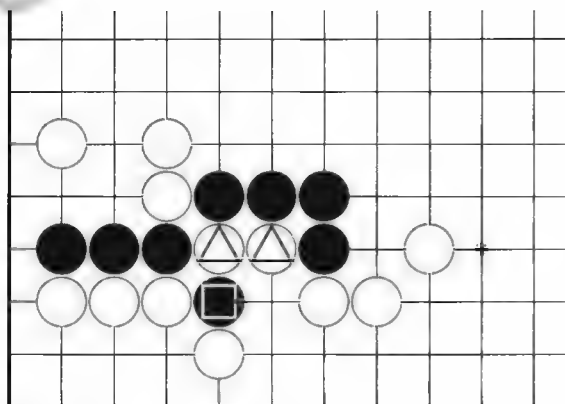
## Both Sides in Atari



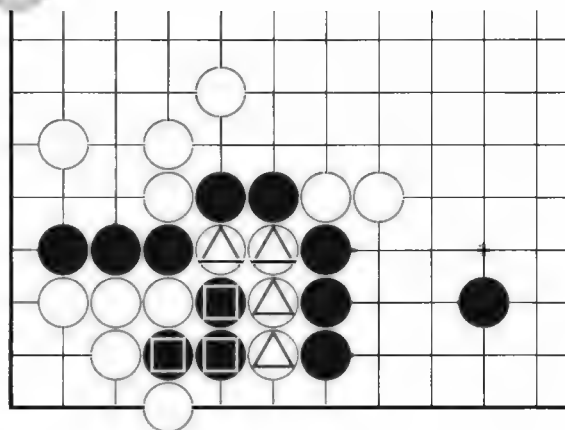
Judgment

Save black stones in atari by capturing white stones.

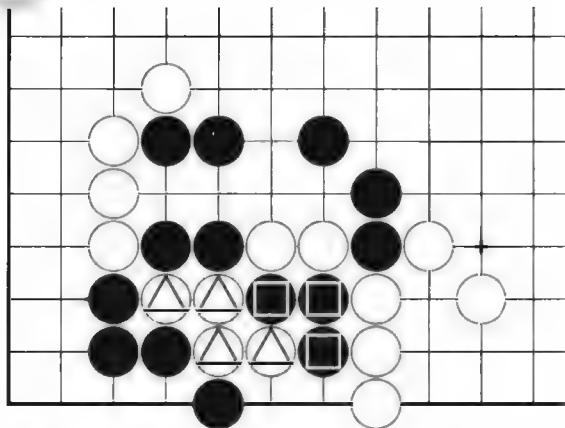
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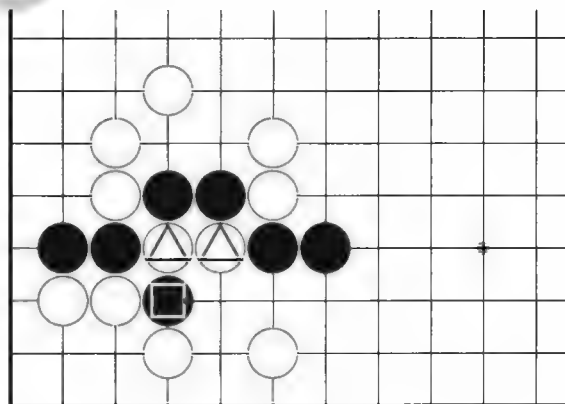
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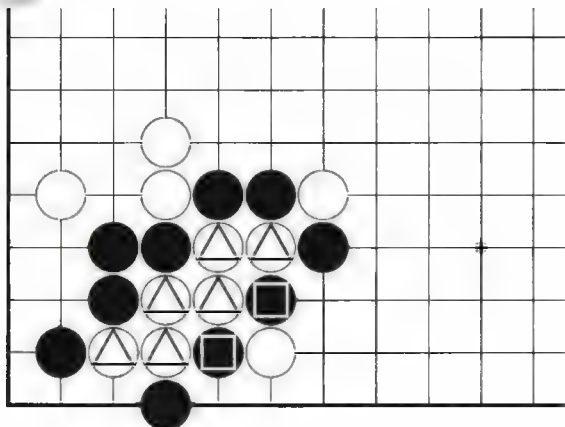
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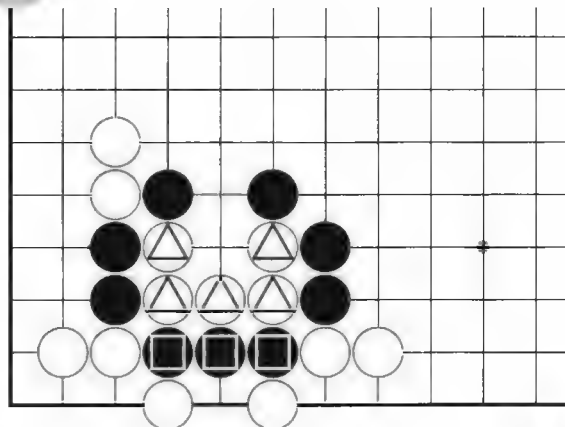
16



17



18

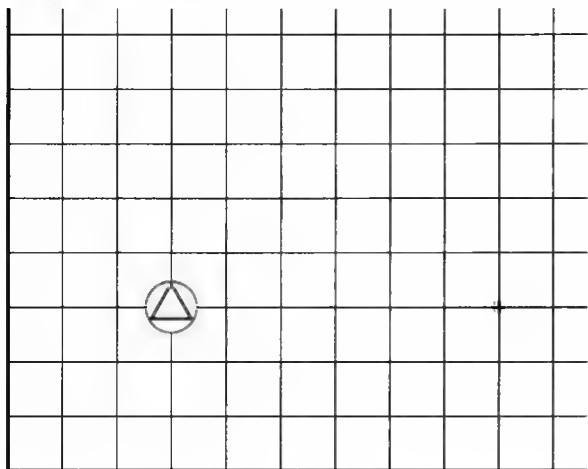


# 5

## Blocking the Liberties



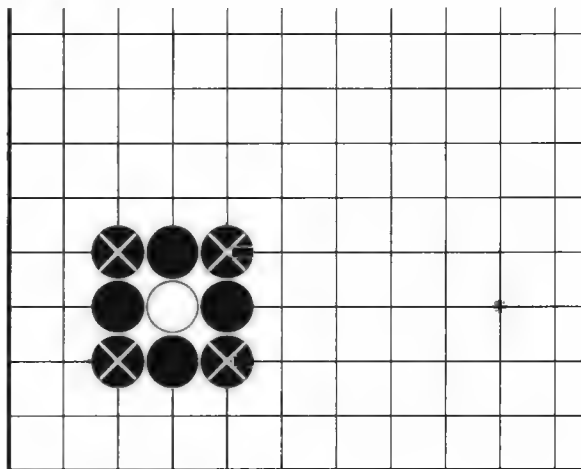
### Situation



Black to block all of White's liberties.



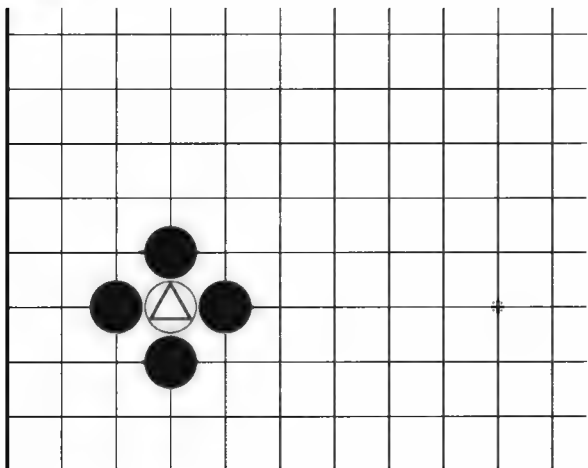
### Failure



The marked points are not liberties, so blocking them is useless because it's inefficient.



### Success



Very good! Black should only block the liberties.

### [Quiz]

Rabbit: Try to capture me!

Seba: I should block the liberties.

How can I do this? ( )

1. You need to block only his escape routes.
2. Block the liberties and other places around as well.

Block only the liberties when capturing stones.



## 5

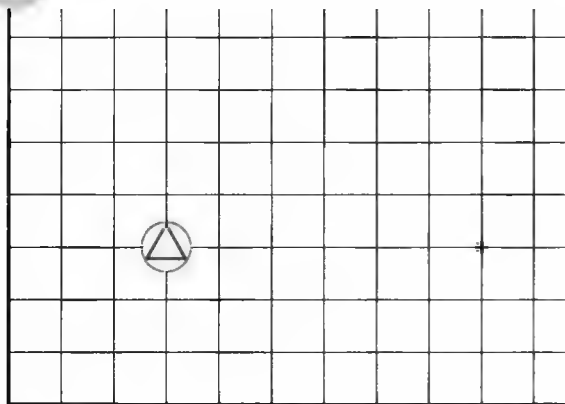
## Blocking the Liberties



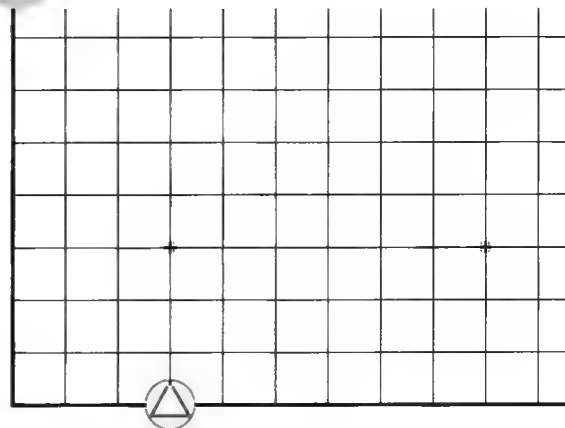
Spatial Sense

Block the liberties of the  $\triangle$  stones.

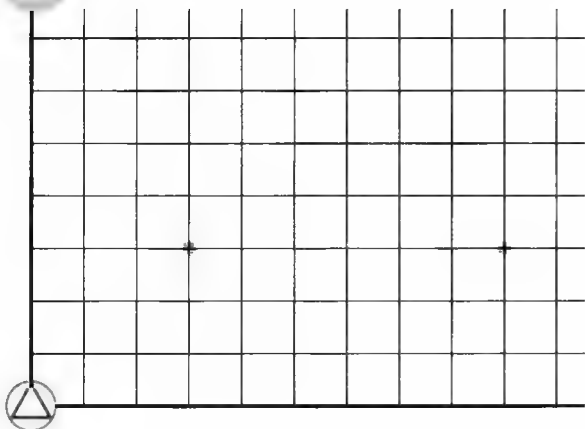
1



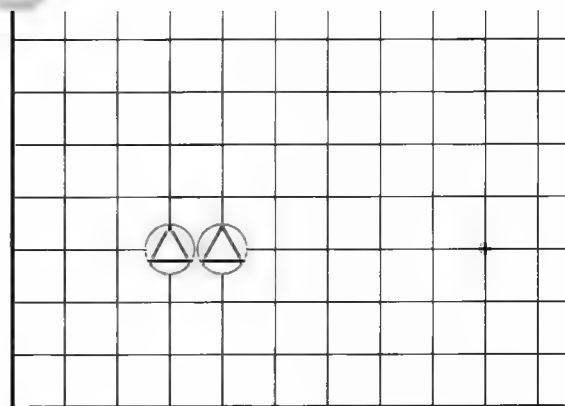
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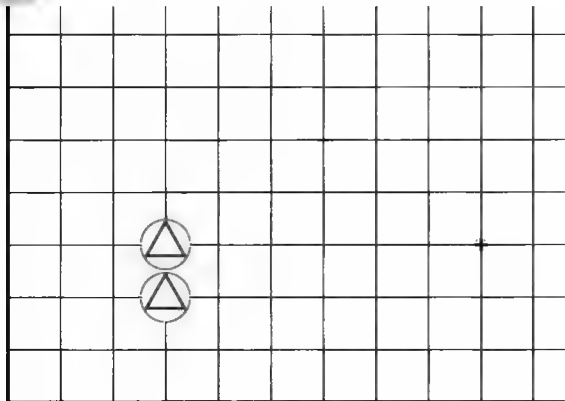
3



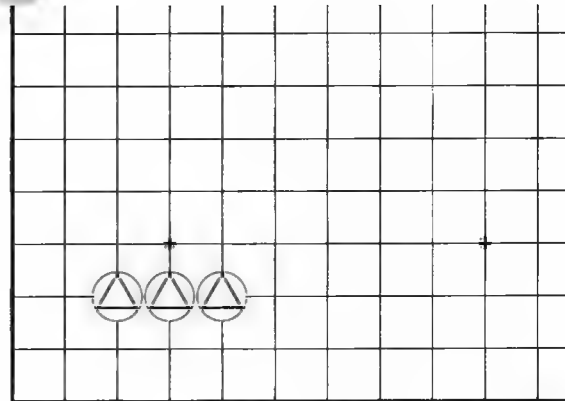
4



5



6





# 5

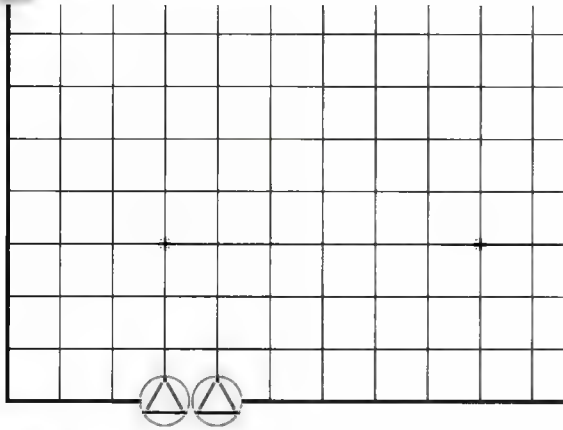
## Blocking the Liberties



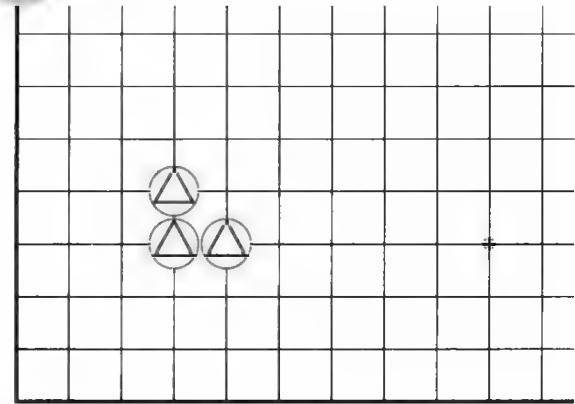
Spatial Sense

Block the liberties of the  stones.

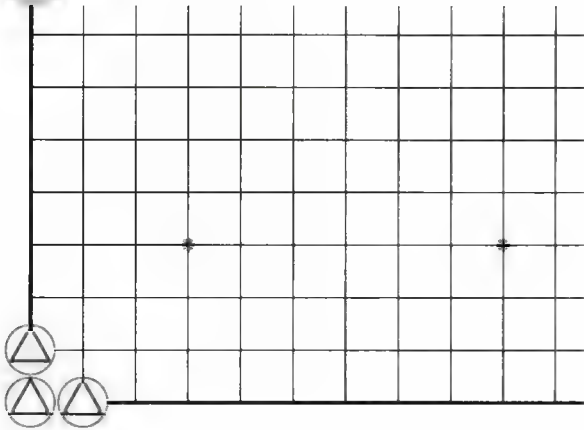
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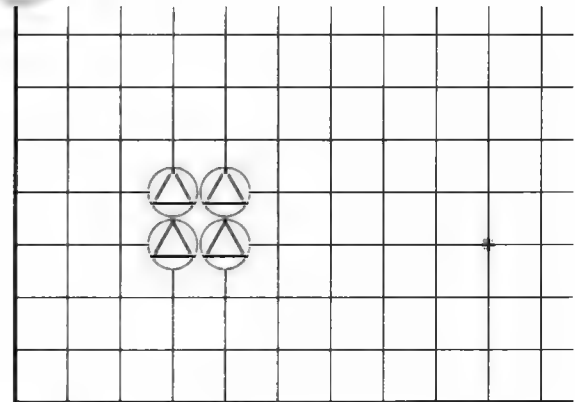
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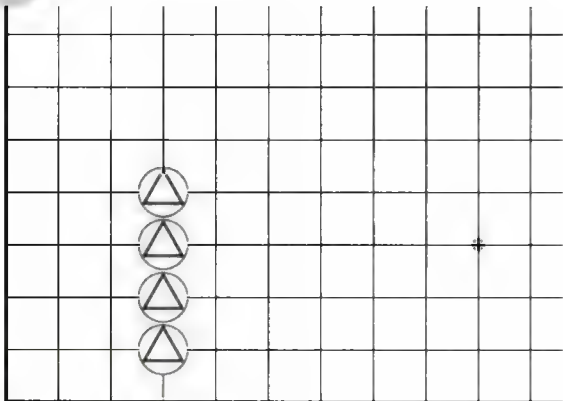
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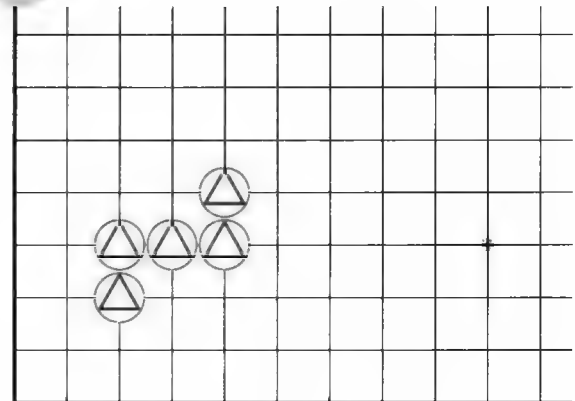
10



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12



# 5

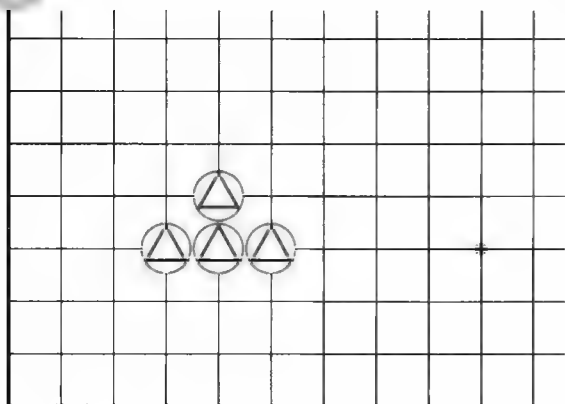
## Blocking the Liberties



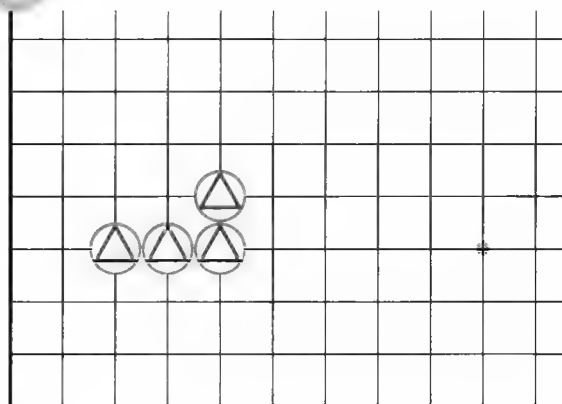
Spatial Sense

Block the liberties of the white stones.

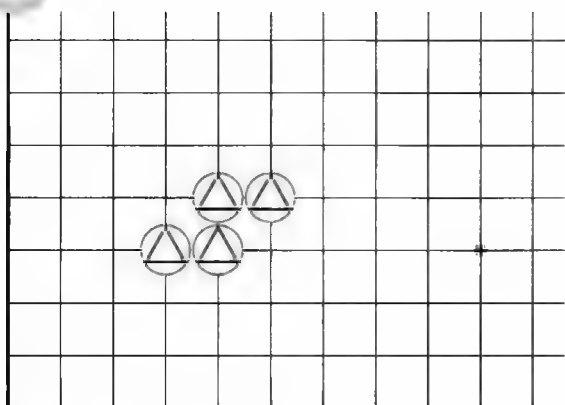
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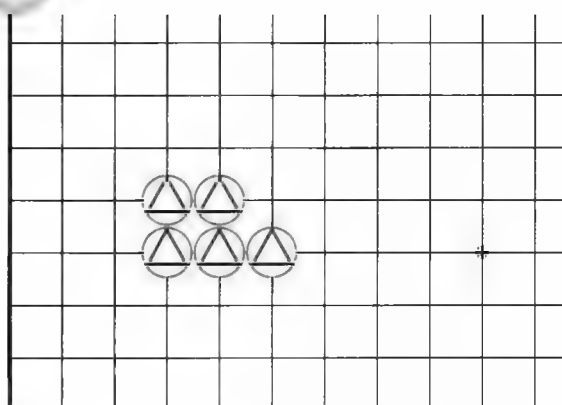
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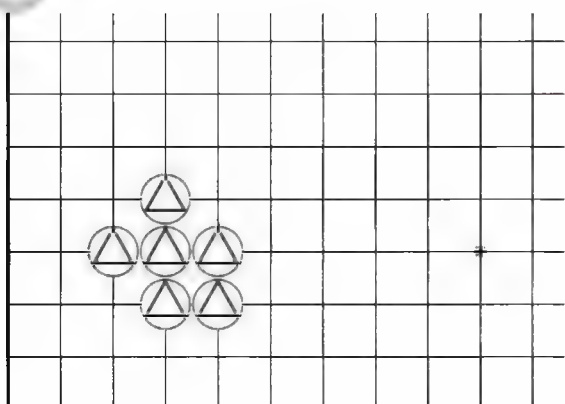
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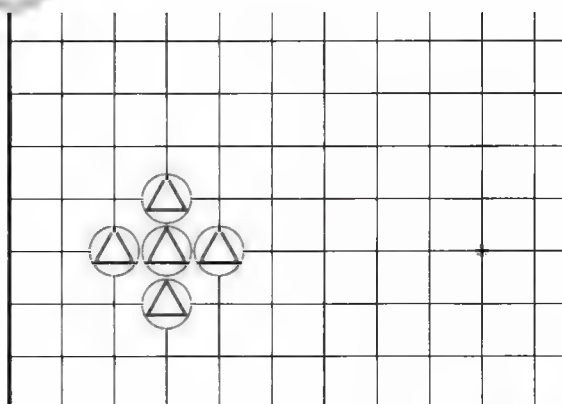
16



17



18



## Playing Baduk During Surgery




Once upon a time, there was a famous general living in ancient China. His name was Guan Yu\* and he fought and won many battles. His soldiers respected him like a great hero.

One day he was hurt by a poisoned arrow. Although it was a serious wound, Guan Yu claimed that it was not painful.

The best doctor at that time, Hua Tuo, visited Guan Yu to help him. He checked the wound and decided to perform surgery to remove the poison. Before starting the surgery, the doctor advised him to take anesthesia to reduce the pain and fix the arm in a ring to avoid any movement during the surgery.





## Baduk legend

Guan Yu said,  
"How annoying! Just do the surgery and I'm going to play a game of Baduk during that time."

During the surgery everybody around was scared, but Guan Yu just enjoyed the game as if he didn't feel any pain.

After the surgery the doctor said,  
"Wow, you are so brave! You must have suffered a great deal. How did you endure the pain?"

Guan Yu answered,  
"Thanks to your great skill! Actually I forgot about the surgery because this game was too exciting."

## Quiz

How has General Guan Yu managed to endure the painful surgery? (       )

1. He enjoyed playing an interesting computer game.
2. He was concentrating on playing Baduk.

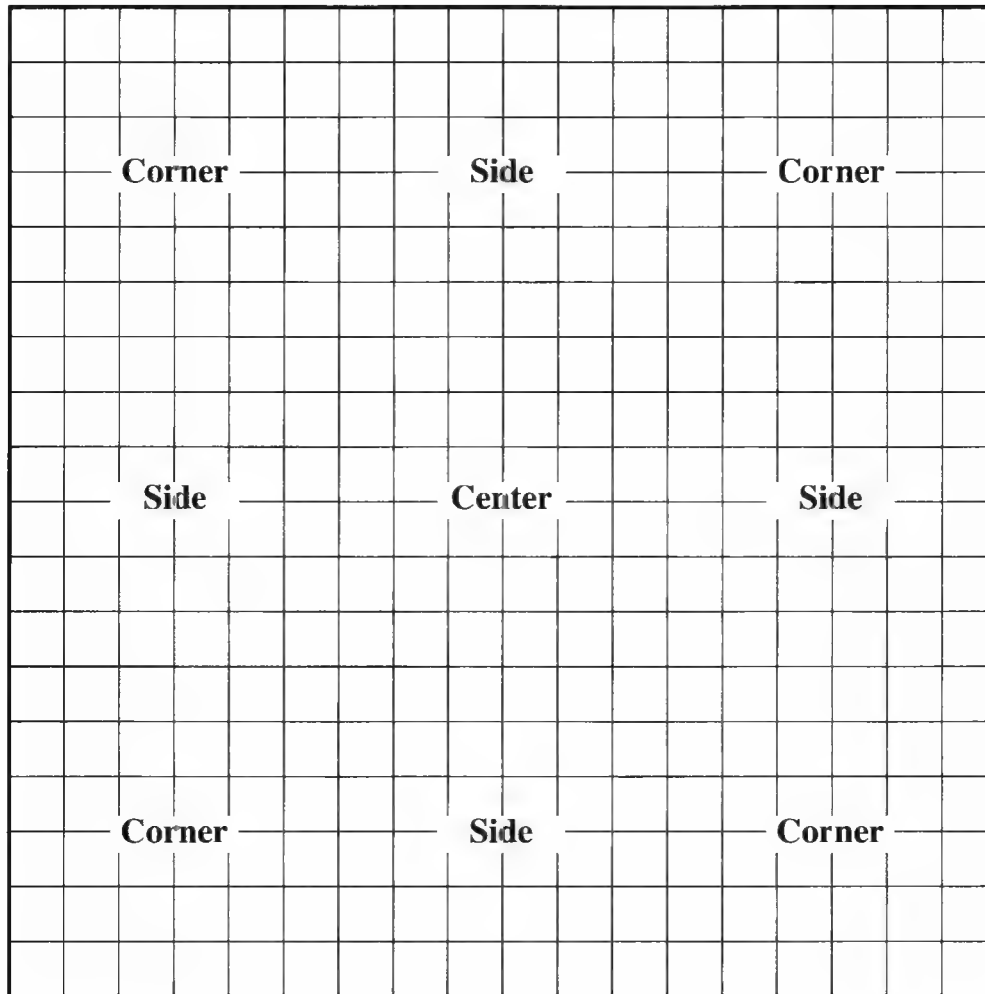
\*) Guan Yu was a very famous general during the late Eastern Han Dynasty and Three Kingdoms era of China about 2200 years ago.

# 6

## Baduk Board Terms



Memory



The Baduk board is composed of 19 vertical and 19 horizontal lines and their 361 intersections.

It can be divided roughly into the following parts:

- **corner**,
- **side** and
- **center**.

19 vertical × 19 horizontal lines = 361 points.

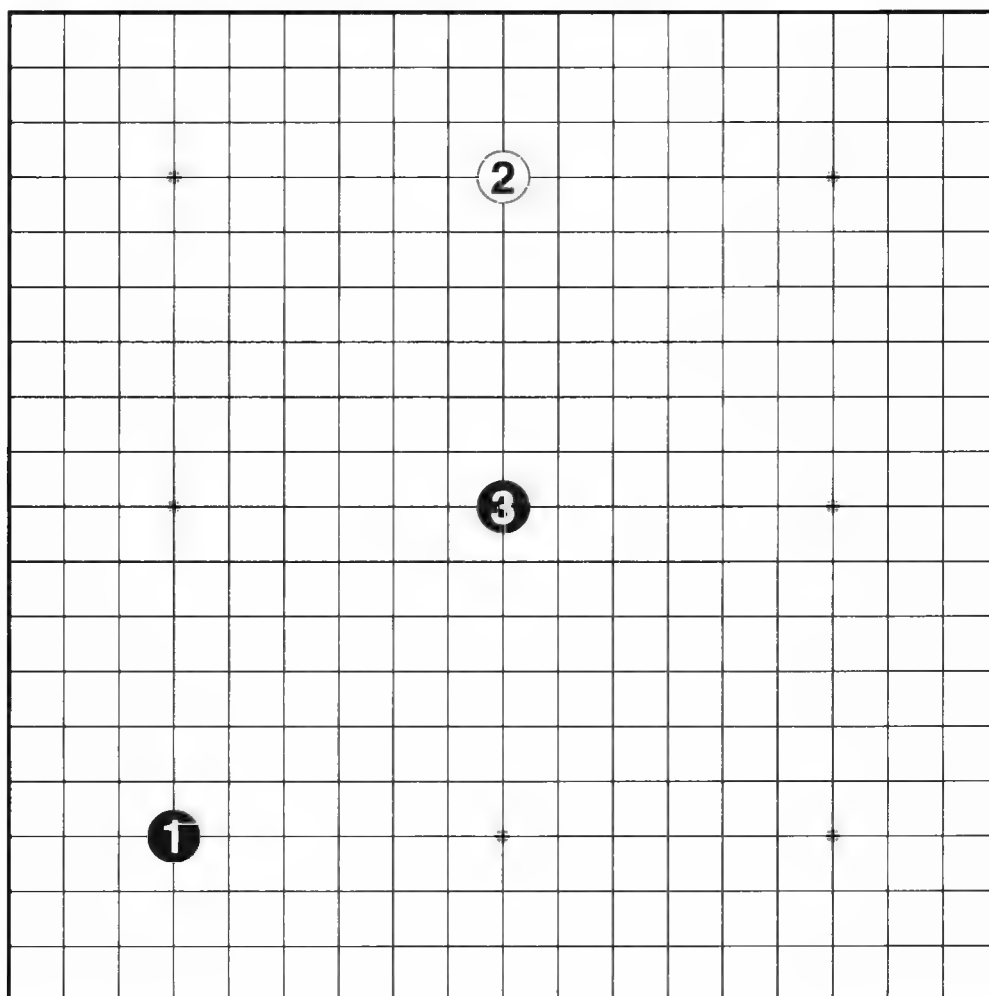


6

## Baduk Board Terms



Memory



1

In which areas are the three stones placed?  
Connect the number of the stones to the proper term.

① •

② •

③ •

• Corner (Easiest to make points)

• Center (Hardest to make points)

• Side (Average for making points)



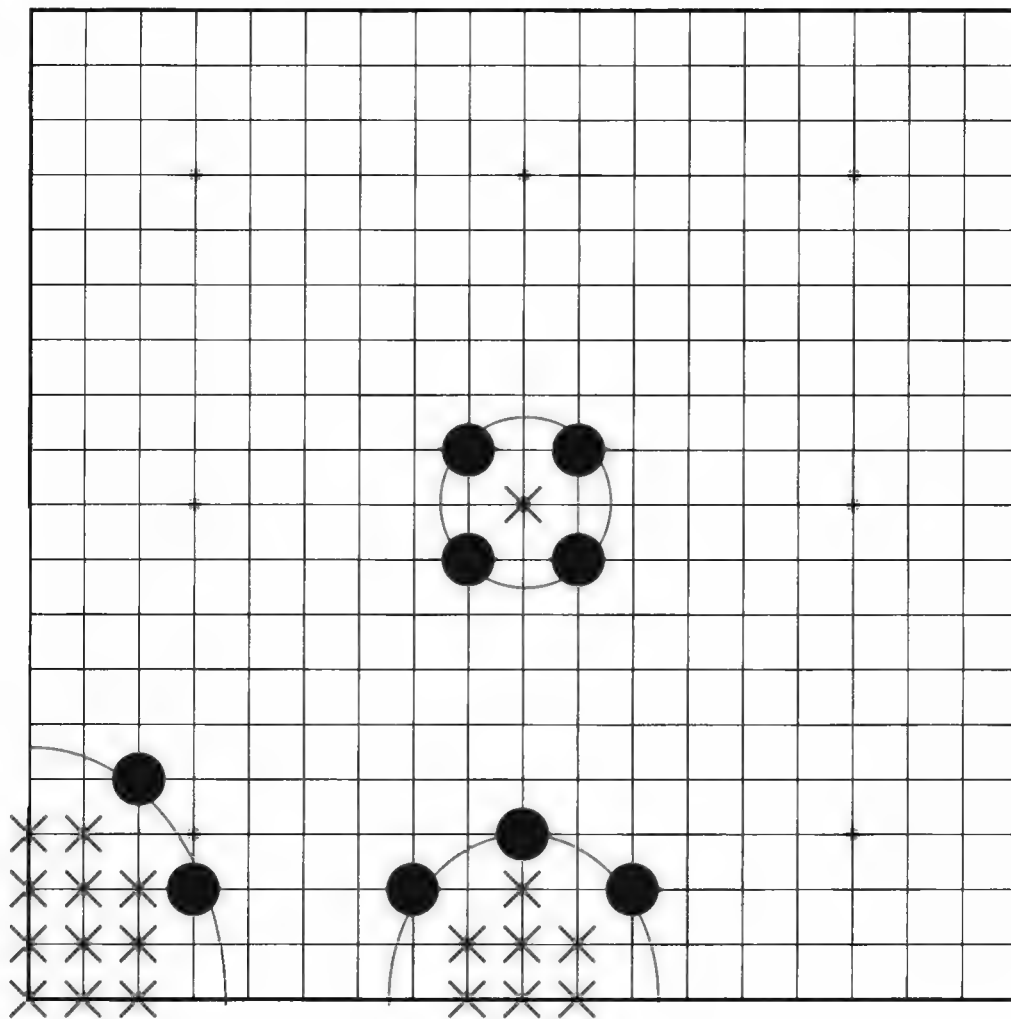


## 6

## Baduk Playing Order



Memory



Where is it best to make territory?

Black used

- 2 stones in the **corner** to make about 11 points,
- 3 stones at the **side** to make about 7 points and
- 4 stones in the **center** to make about 1 point!

It's powerful but too slow to play early in the center. Therefore, you should play first in the **corner** to make territory easily.

**Corner → Side → Center**

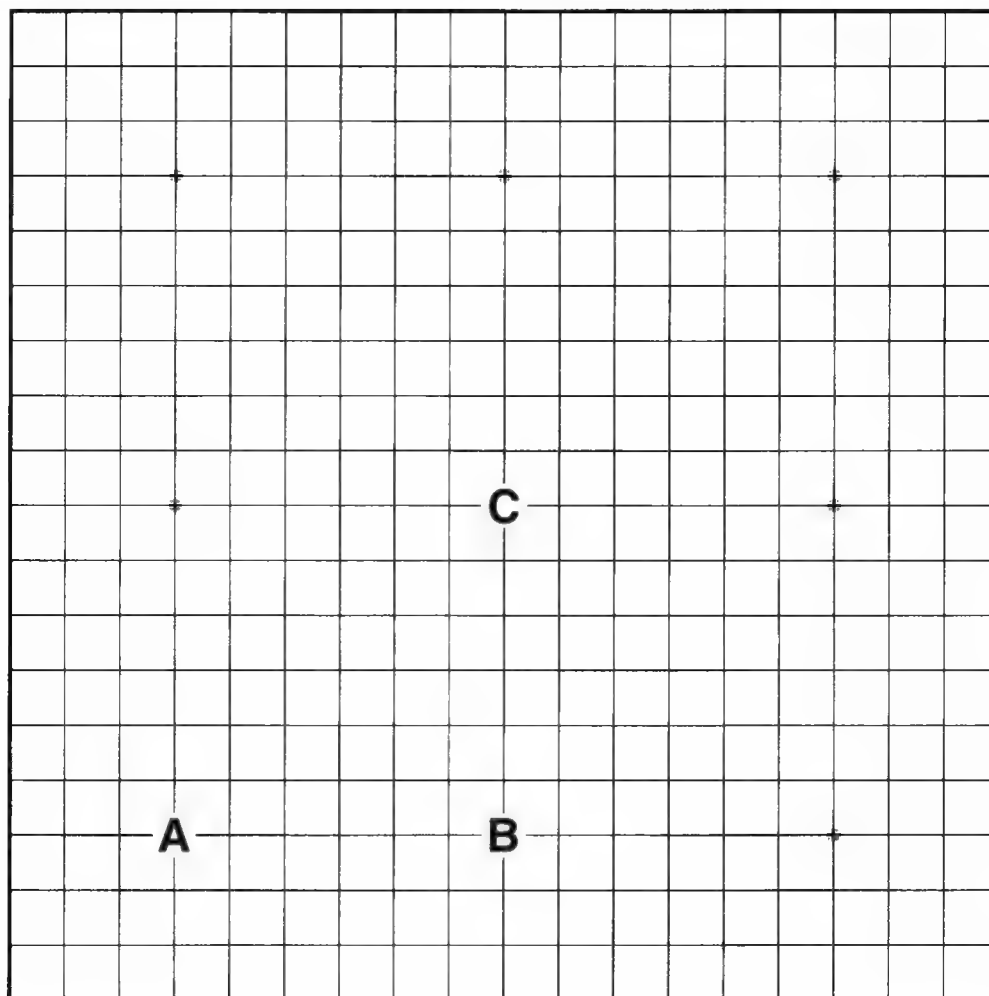
First play in the corners, then on the sides, and later in the center.

6

## Baduk Playing Order



Memory

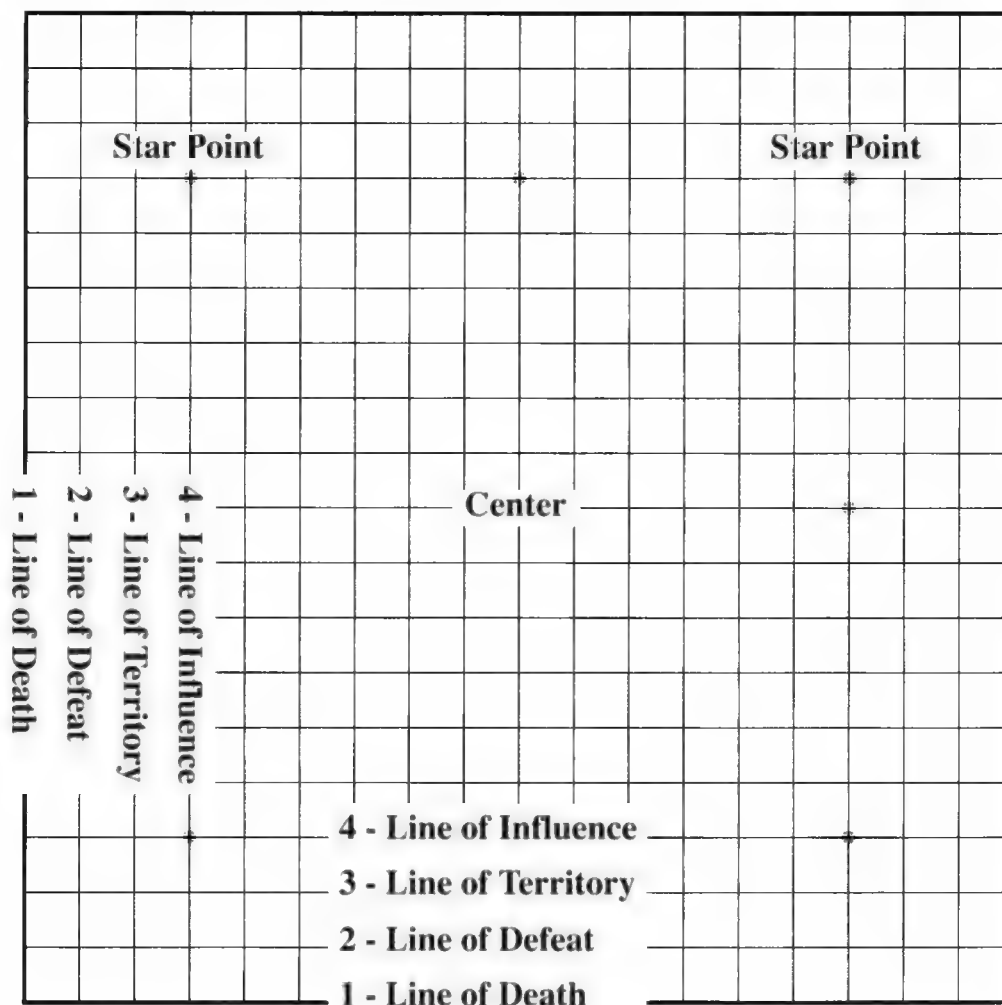


2 Mark the place where you can make territory most easily.

A (     )

B (     )

C (     )



### Bad lines

1st line (line of death): On this line your stones can be captured easily.

Don't play on this line in the beginning.

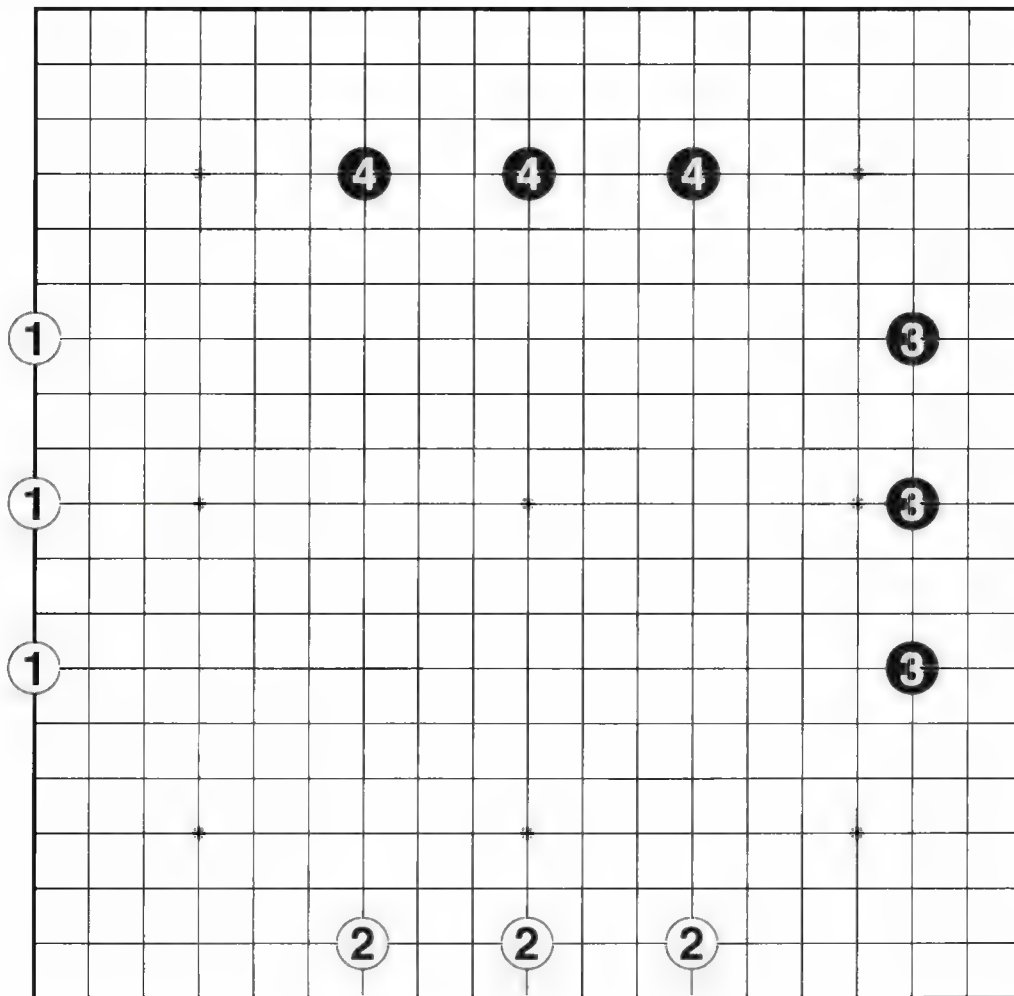
2nd line (line of defeat): It's the line to lose the game. It's difficult to make territory on this line.

### Good lines

3rd line (line of territory): You can make solid territory.

4th line (line of influence): You can make a big framework.





3 On which lines are the stones placed?

Find the name of each line and connect them with the numbers.

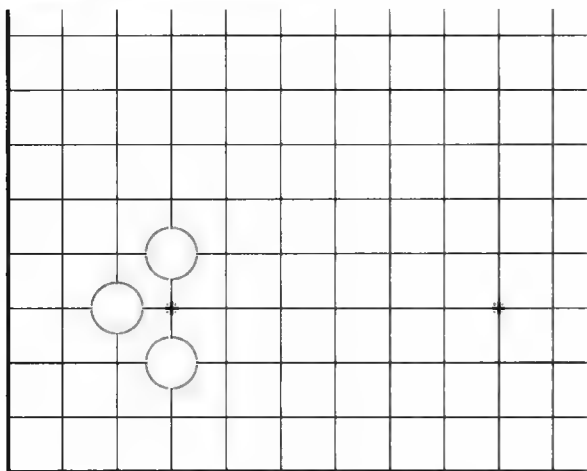
- |     |   |
|-----|---|
| ① • | • Line of Territory (For solid territory) |
| ② • | • Line of Death (Don't play there.)       |
| ③ • | • Line of Influence (For a big framework) |
| ④ • | • Line of Defeat (Line to lose the game)  |

# 7

## Tiger's Mouth



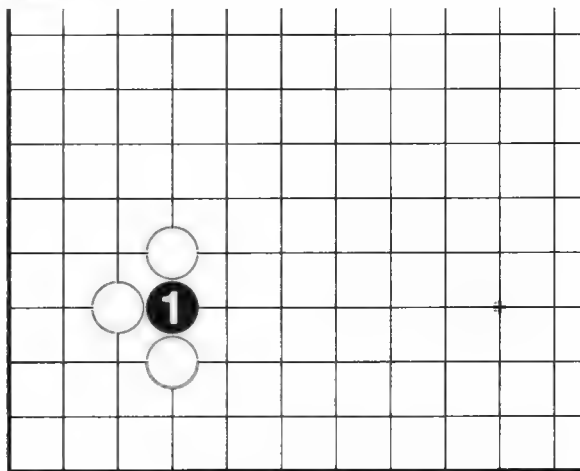
### Situation



This shape is called the “tiger's mouth.”



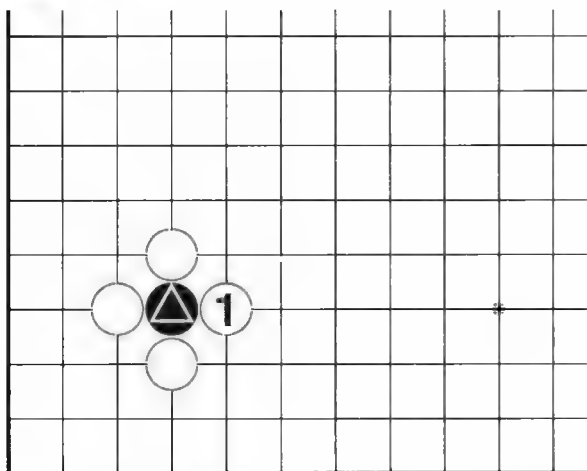
### Diagram 1



How should White play when Black tries to enter the tiger's mouth?



### Diagram 2



The black stone can be captured immediately. Entering the tiger's mouth isn't a good idea, is it?

### [Quiz]

Kiring: Wow! The tiger's mouth is great!

Topia: Is it? Shall we try to enter the tiger's mouth? (      )

1. Sure, why not? Try to enter it.
2. No! Entering the tiger's mouth is dangerous!

Don't enter the tiger's mouth if there's no friendly stone nearby.

# 7

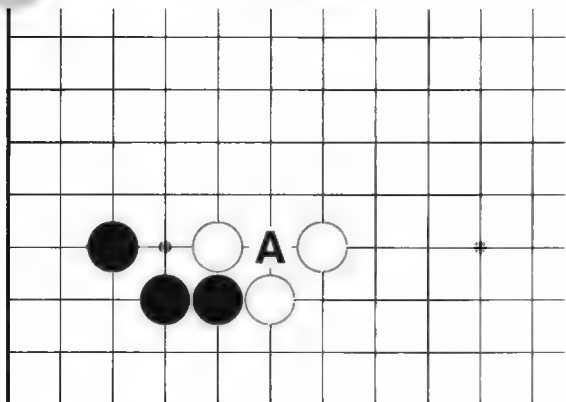
## Tiger's Mouth



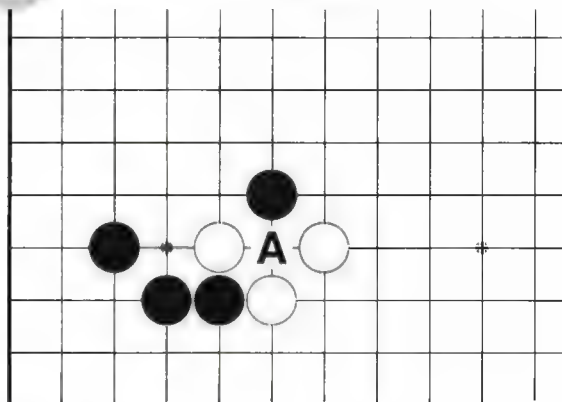
Spatial Sense

Is it good or bad for Black to play at A?

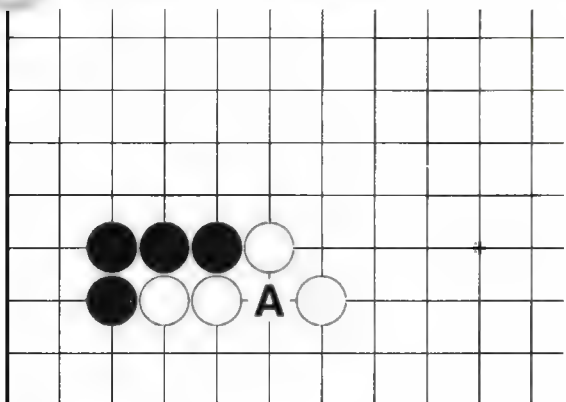
1 Good ( ) Bad ( )



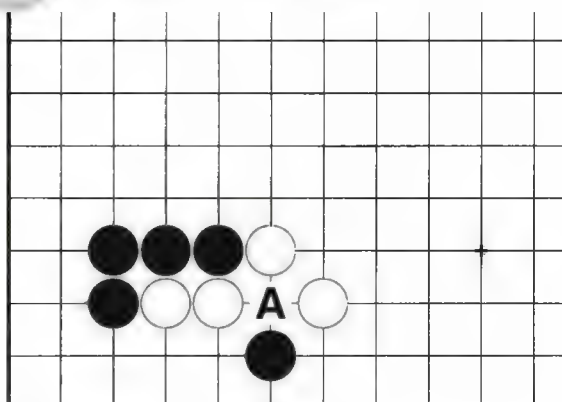
2 Good ( ) Bad ( )



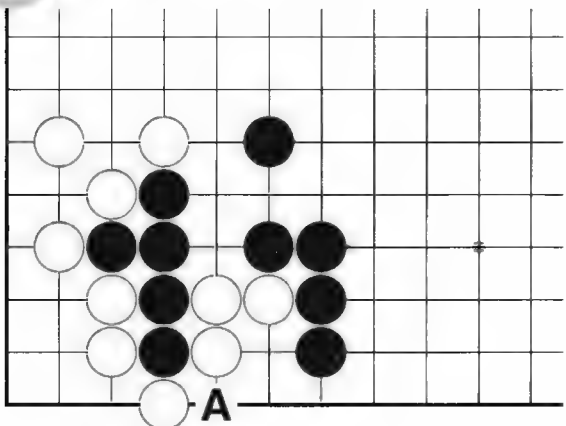
3 Good ( ) Bad ( )



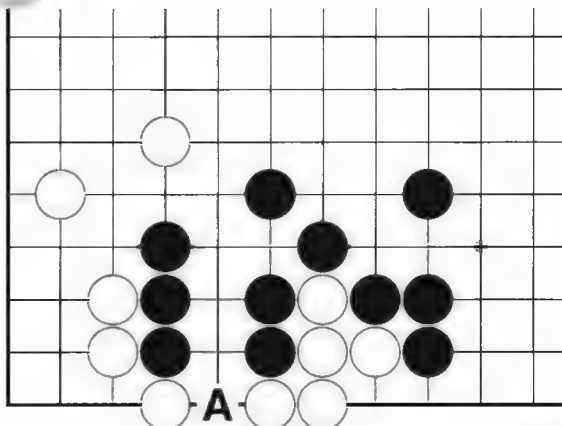
4 Good ( ) Bad ( )



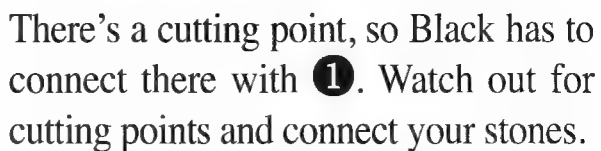
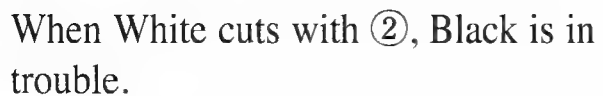
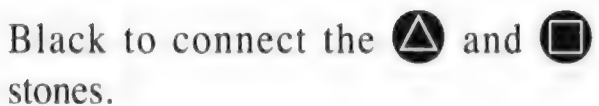
5 Good ( ) Bad ( )



6 Good ( ) Bad ( )



## Solid Connection





# 7

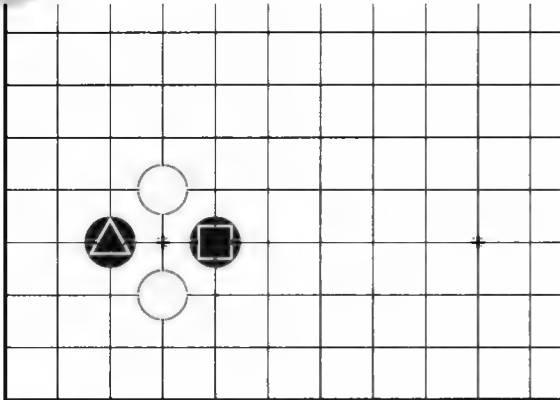
## Solid Connection



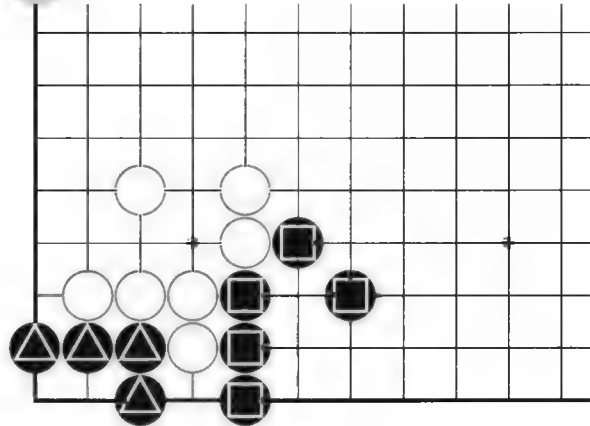
Spatial Sense

Connect the ◻ and ◴ stones.

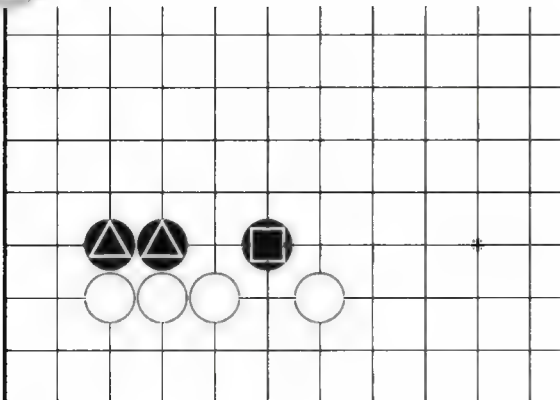
1



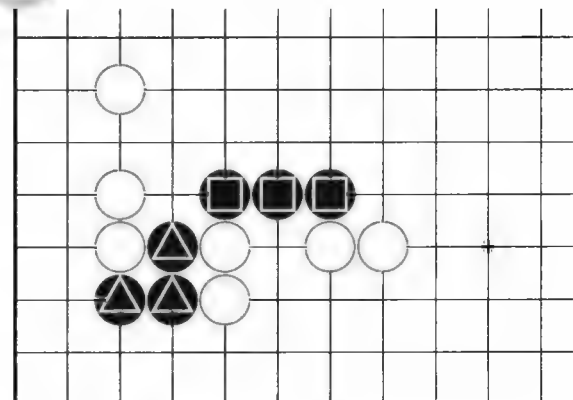
2



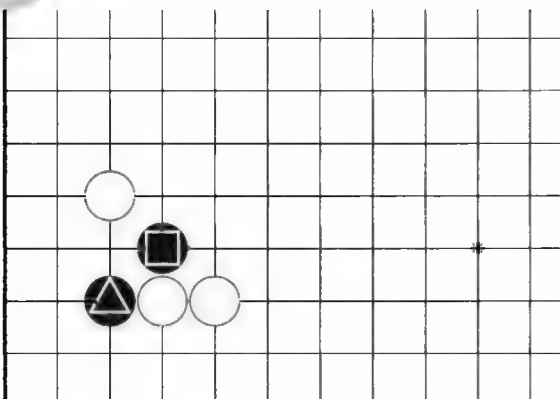
3



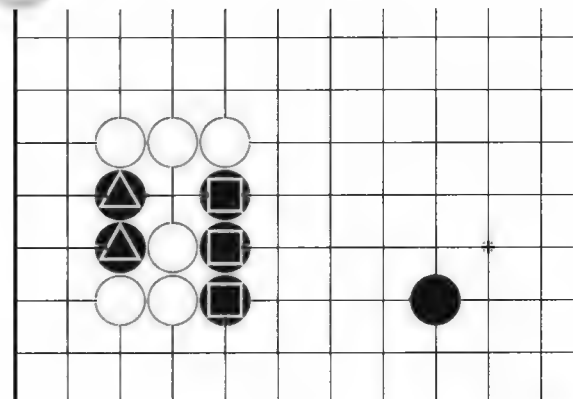
4



5



6

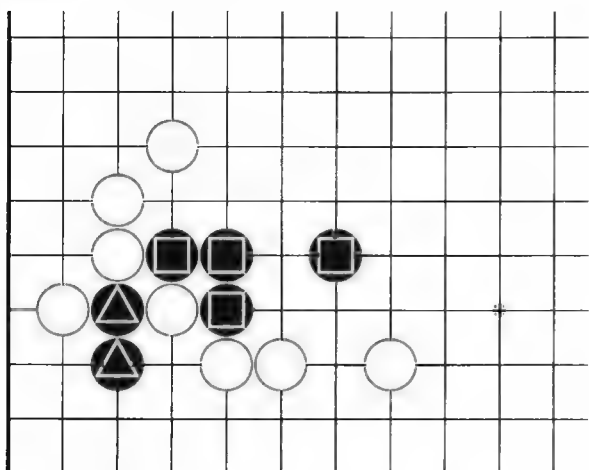


# 7

## Connect by Capturing



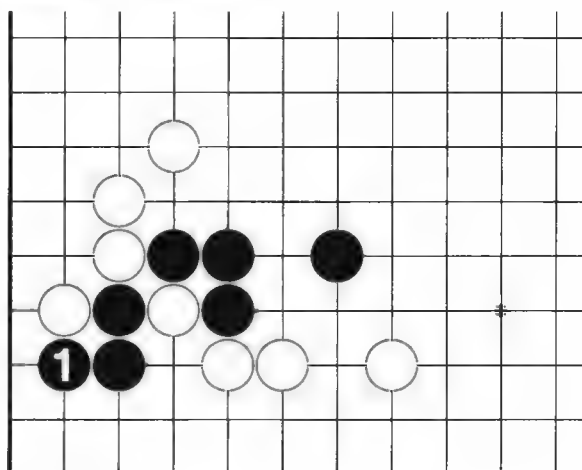
Situation



How can Black connect the ▲ and ■ stones?



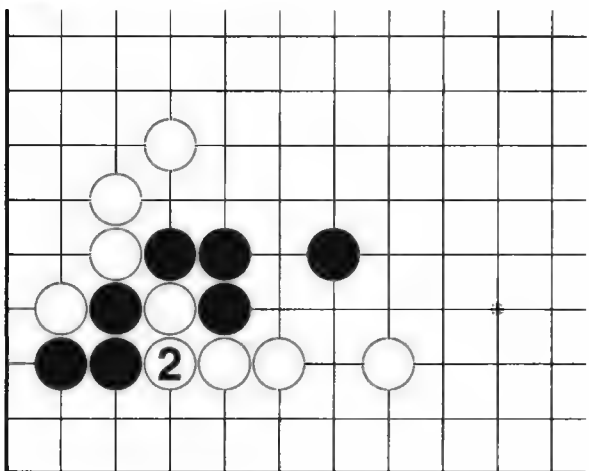
Failure 1



Oh no, that's not the way to connect the black stones.



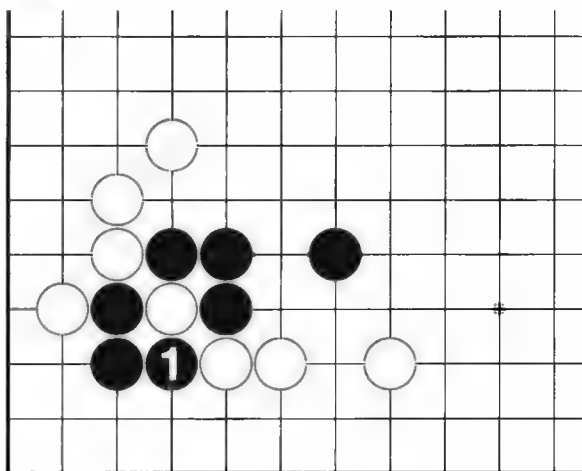
Failure 2



When White connects with ②, the black stones are cut.



Success



Excellent! Black found the cutting stone and captured it. This way, Black connected all of his stones. Connect your stones by capturing the cutting stone.



## Connect by Capturing



Connect the  and  stones by capturing the cutting stone.

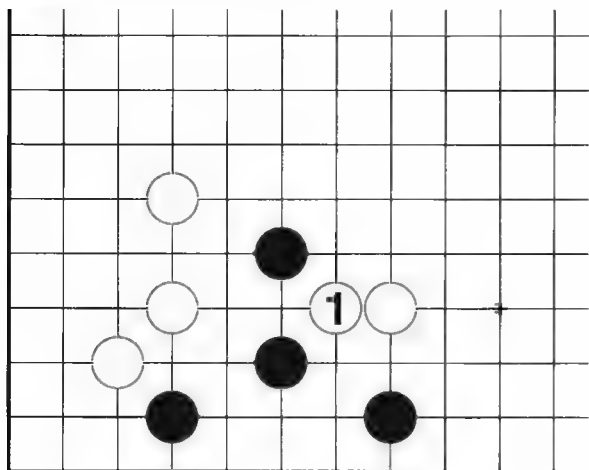
A 10x10 grid with a 3x3 sub-grid of black squares in the bottom-left corner. The black squares are located at (row, column) coordinates (1,1), (1,2), (1,3), (2,2), (2,3), (2,4), (3,3), (3,4), and (3,5). All other cells are white.

# 7

## Connect When Peeped



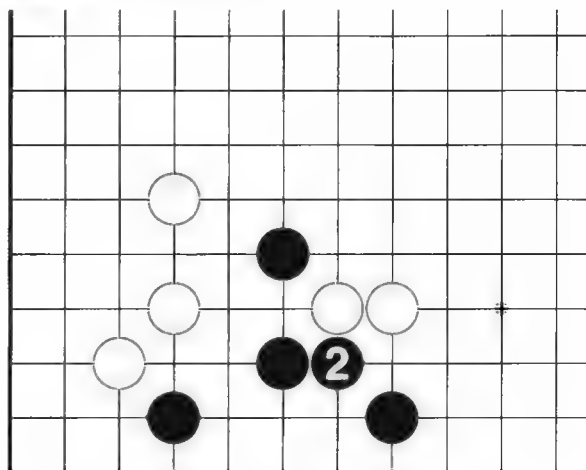
Situation



White peeps at ① to cut Black. How should Black answer?



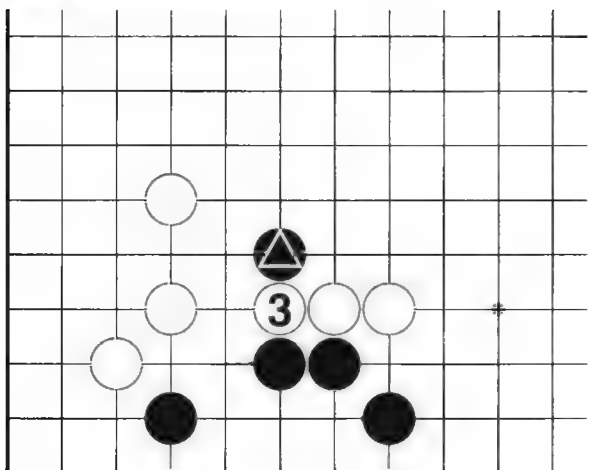
Failure 1



Unfortunately, this isn't the correct move.



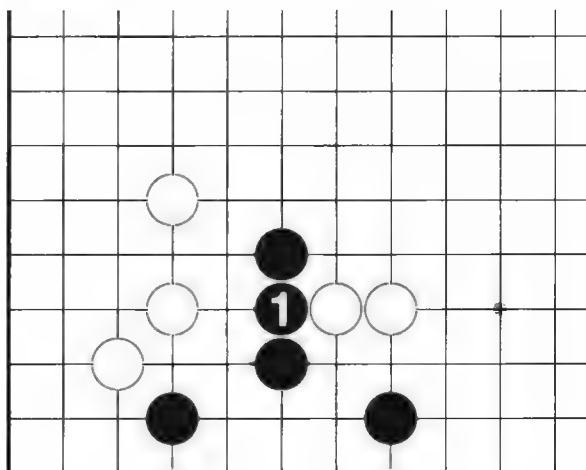
Failure 2



If White cuts at ③, Black will be in trouble because the marked stone is disconnected and isolated.



Success



Good! Connect your stones when your opponent peeps.



# 7

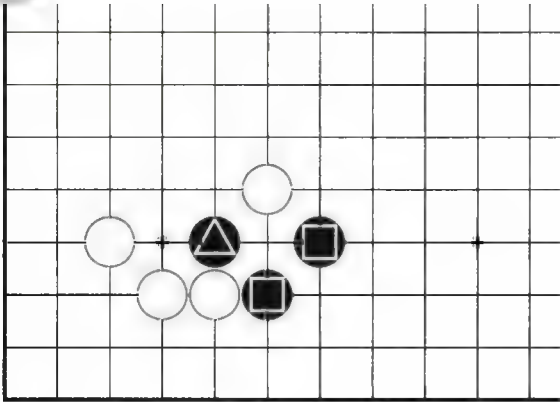
## Connect When Peeped



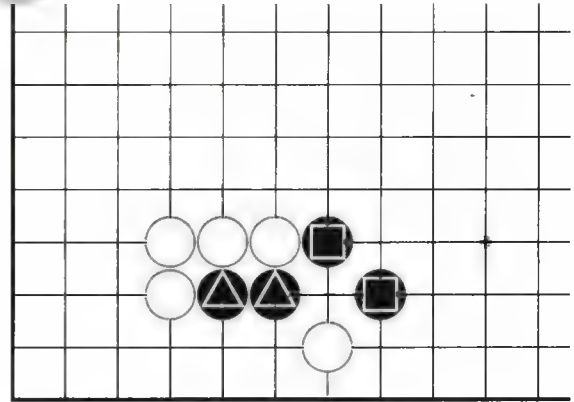
Spatial Sense

Connect the ◻ and ▲ stones.

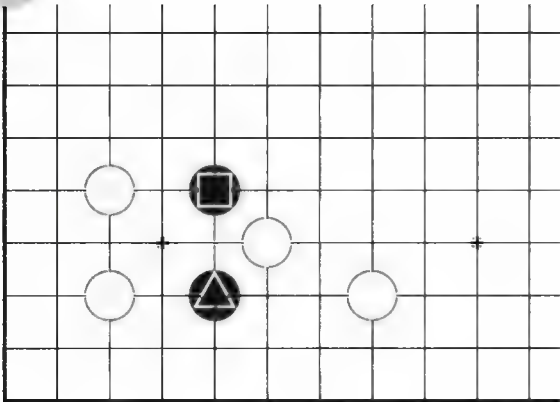
1



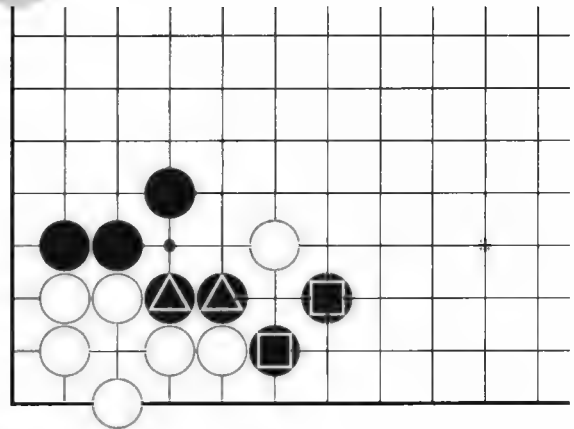
2



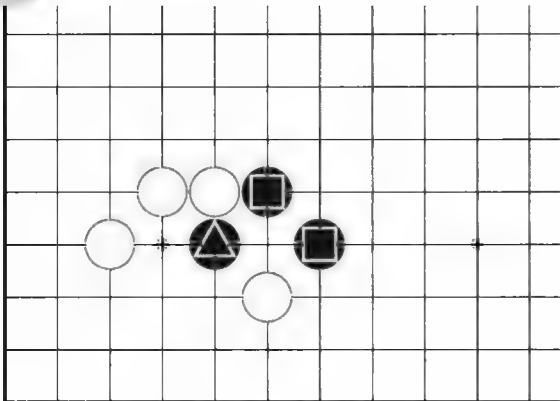
3



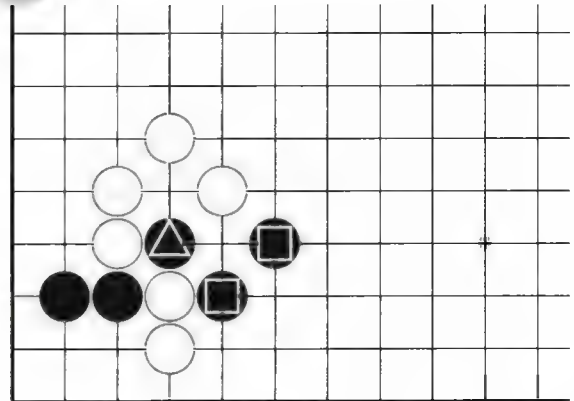
4



5



6



# 7

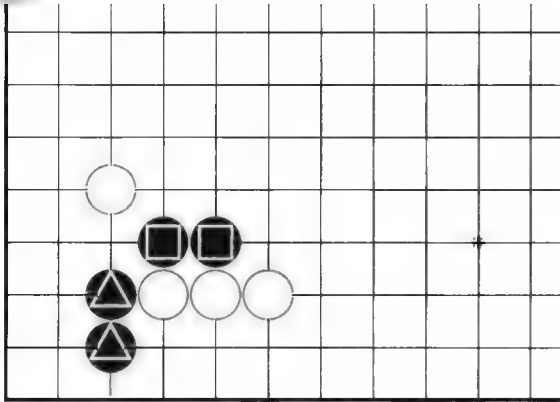
## Connection (Review)



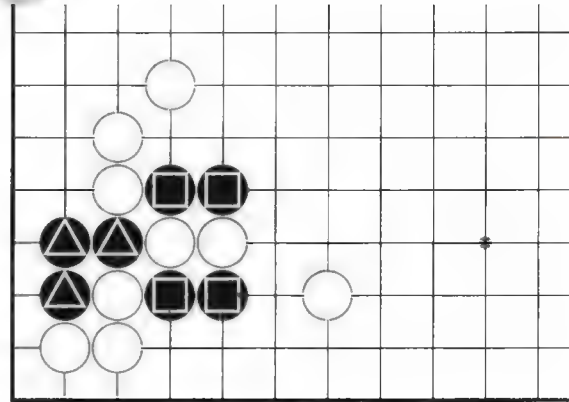
Spatial Sense

Connect the  and  stones by choosing the right technique.

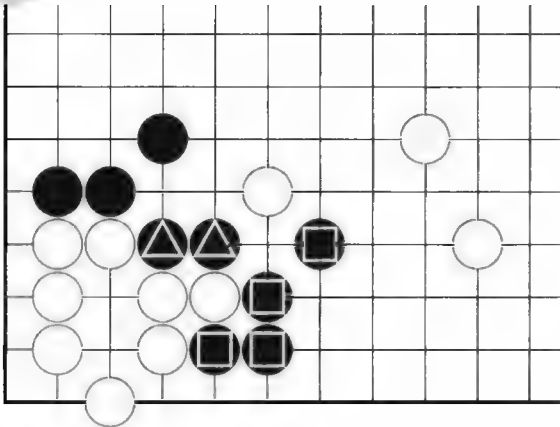
1



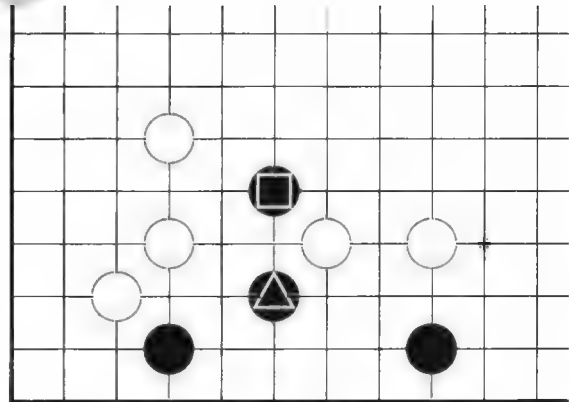
2



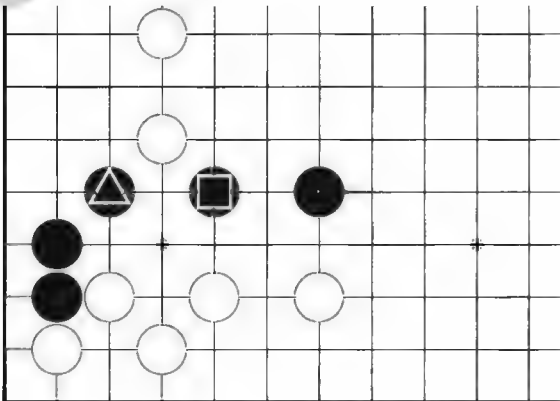
3



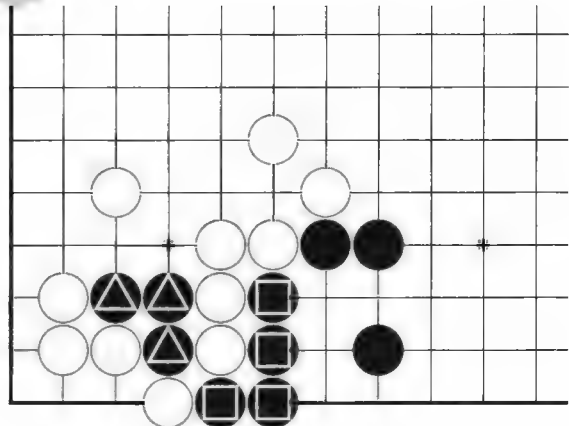
4



5



6



# If you study Baduk...

## 1. We are learning Baduk.

I want to become smarter, so I will eagerly study Baduk.

Hmph! Even if I don't study Baduk I am already a smart pig!

WOW! Since you are so smart your head has become very big. I want to eagerly study more.

## 2. You have to think a lot to win a game.

## 3. You will become smarter.

It's nothing for me. hahaha!

I'm the smartest pig in the world!

SFX: broing broing

SFX: pik

His head was empty...

Woohoo!  
I got perfect grades in school!

## 4. Learning at school becomes easier.

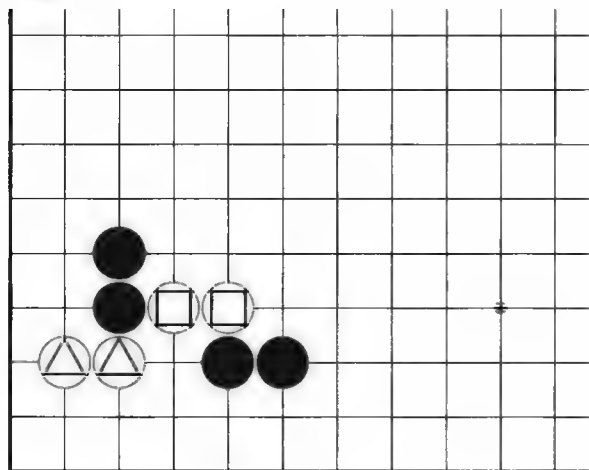
SFX: psshheewww

## 8

## Direct Cut



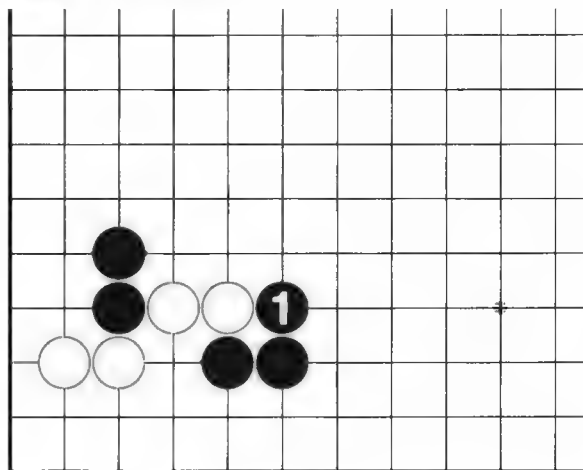
Situation



How can Black cut the △ and □ stones?



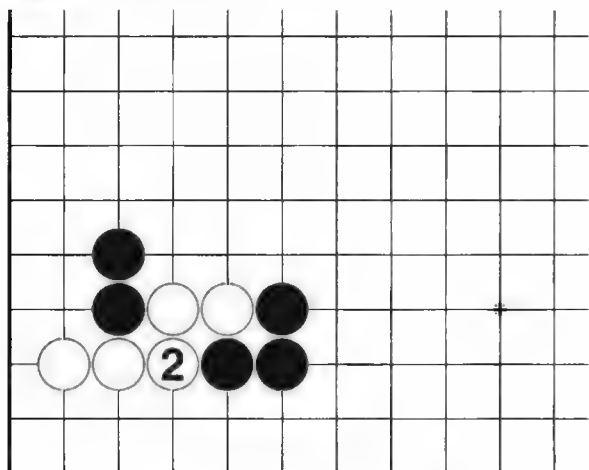
Failure 1



Black has to cut, playing at other points, such as ①, fails.



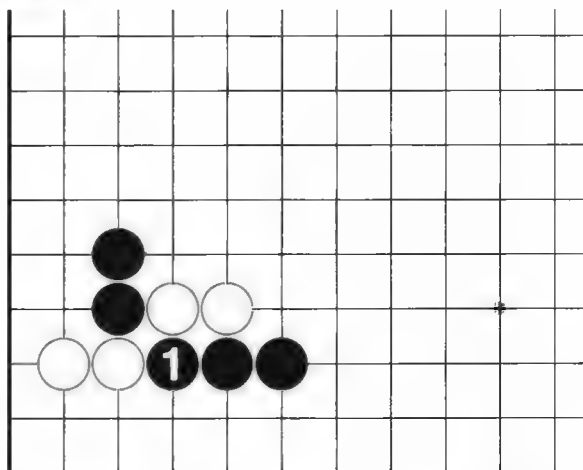
Failure 2



When White connects at ②, Black can't cut anymore and fails.



Success



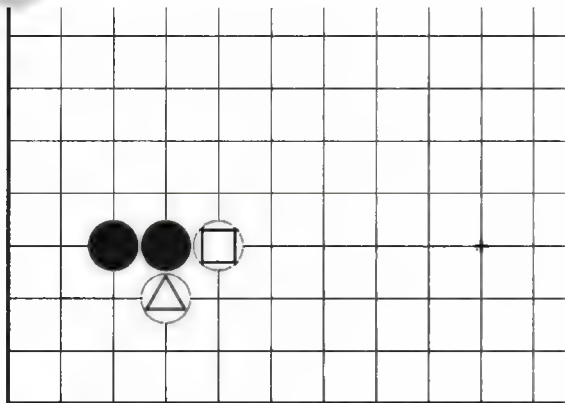
Fantastic! Black cuts with ① at the point where White aimed to connect.



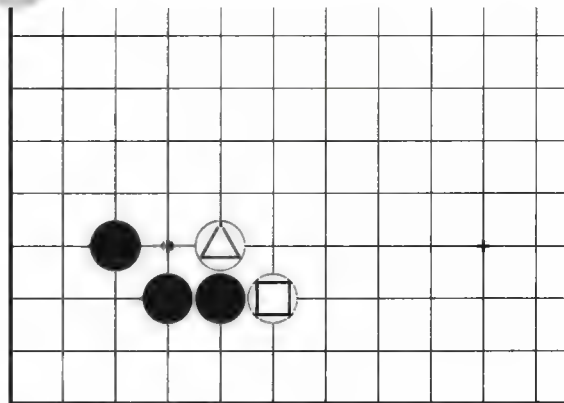


Cut the  and  stones directly.

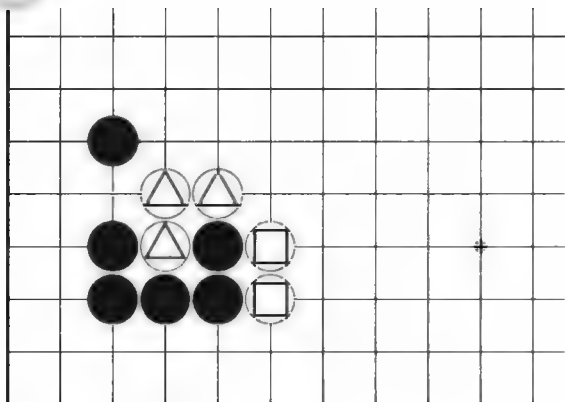
1



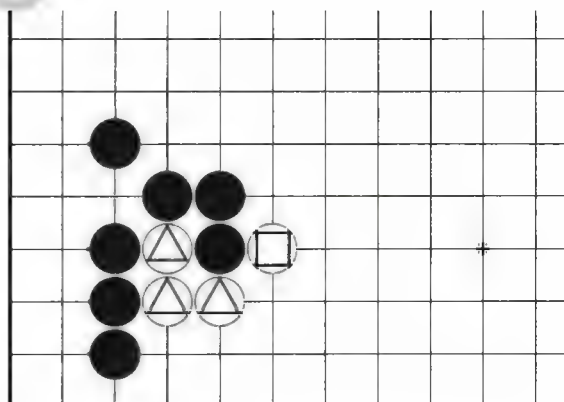
2



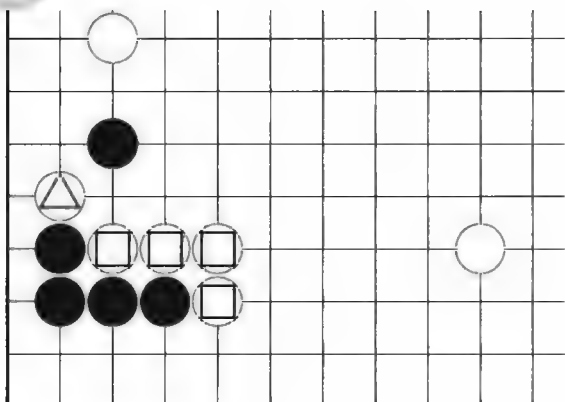
3



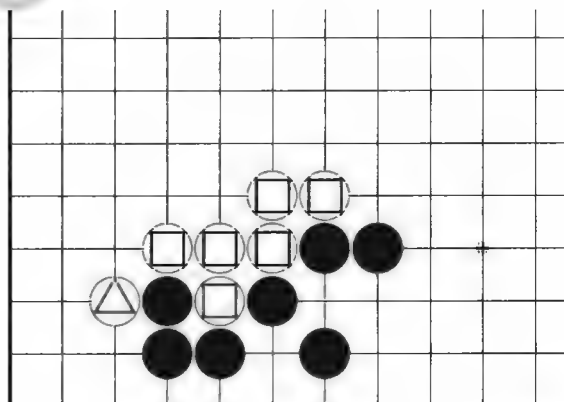
4



5



6

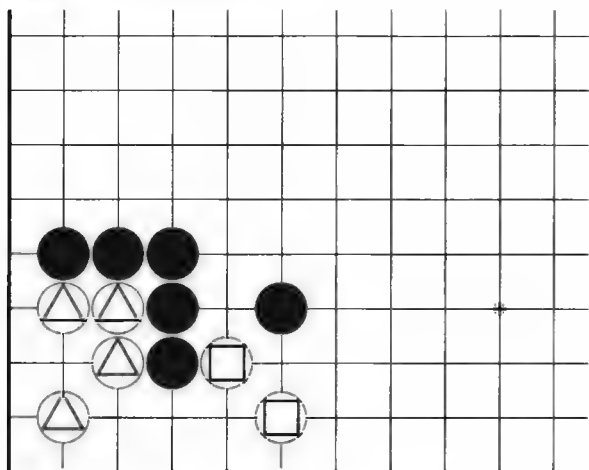


# 8

## Cutting Straight Through



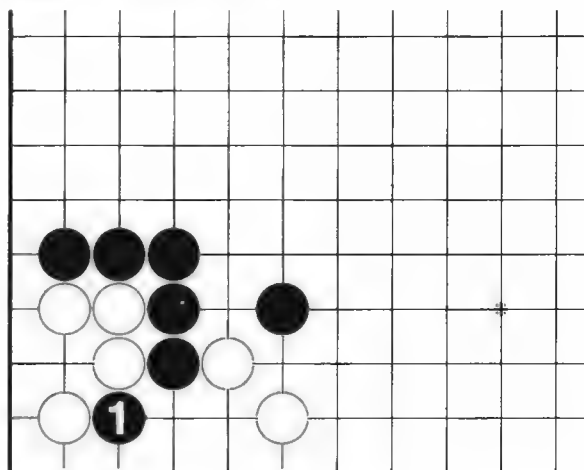
Situation



Try to cut the △ and ◻ stones.



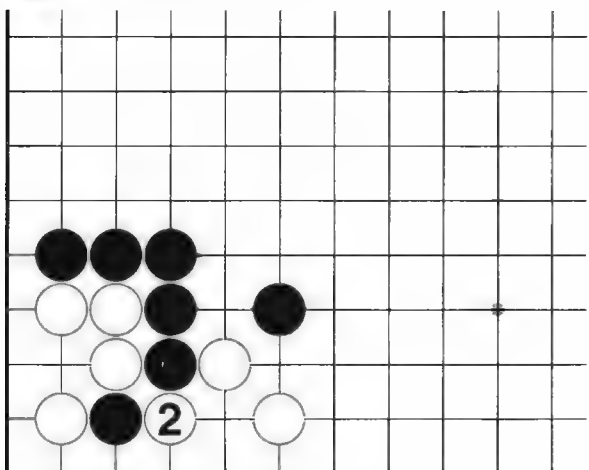
Failure 1



Oh, what's that? Does this move work?



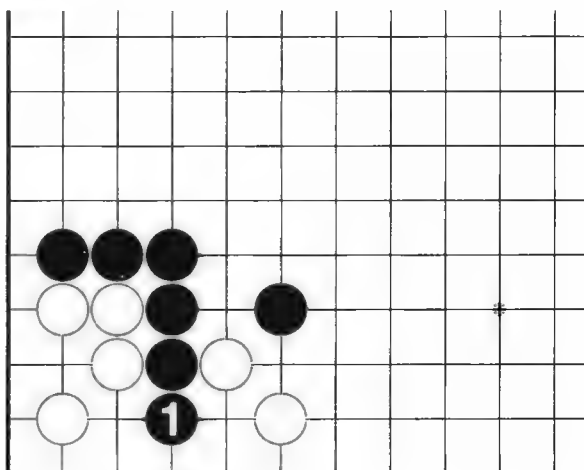
Failure 2



By playing at ②, White connects and the black stone is lost.



Success



Cutting straight through with ① is correct. This way, Black is solid and White's group is cut in two.

## 8

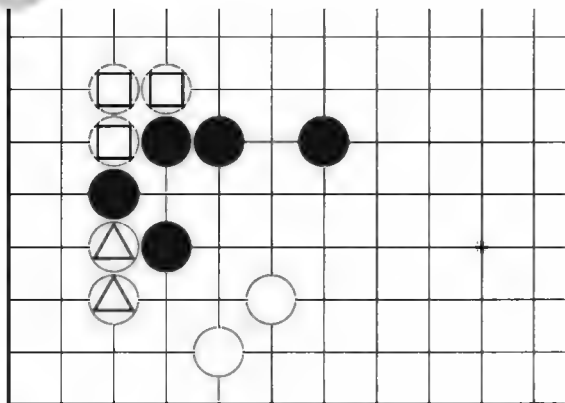
## Cutting Straight Through



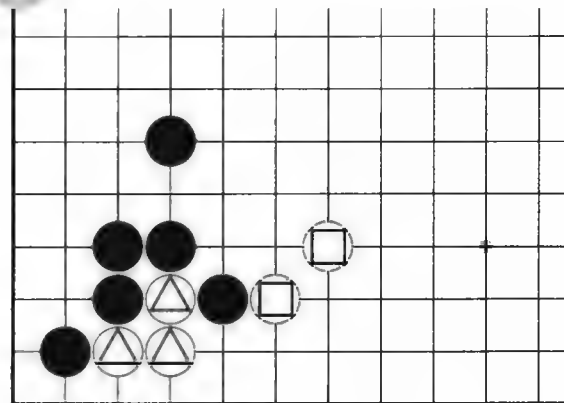
Spatial Sense

Cut the  and  stones.

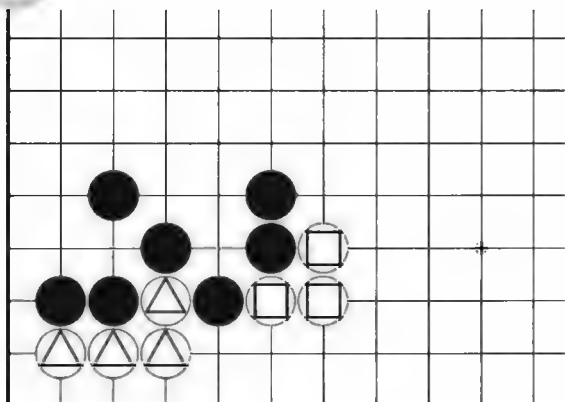
1



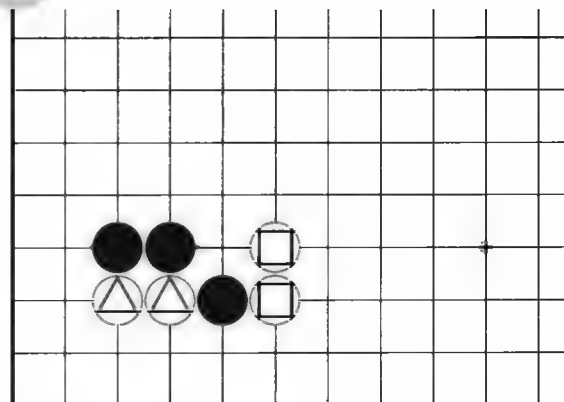
2



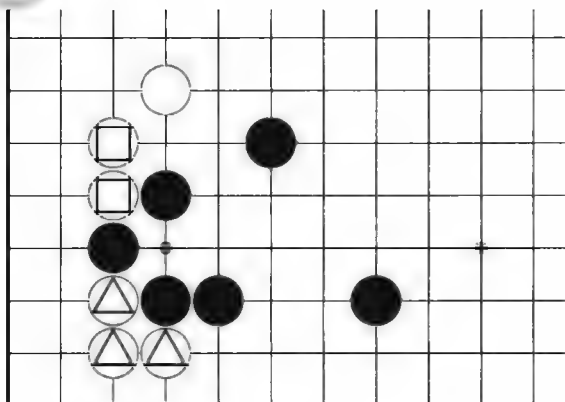
3



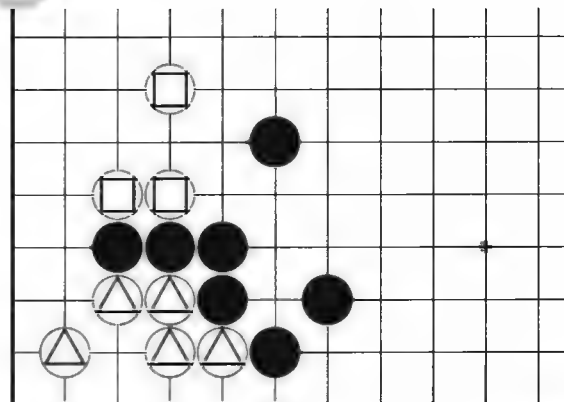
4



5



6

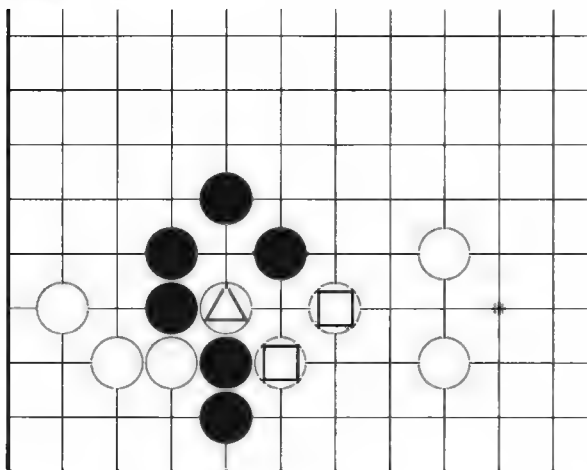




## 8

## Cut next to the Peep



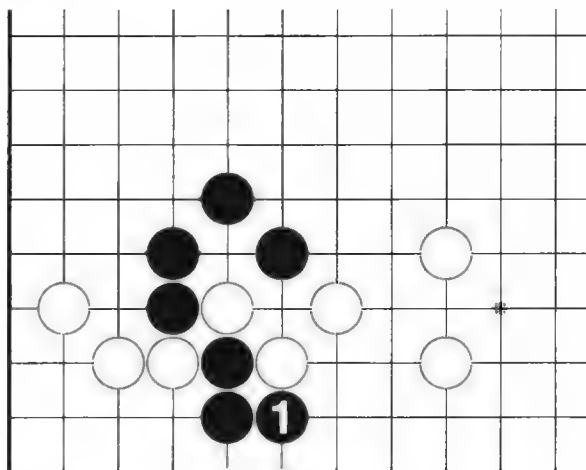
Situation



Black to cut the  and  stones.  
Where should he play?



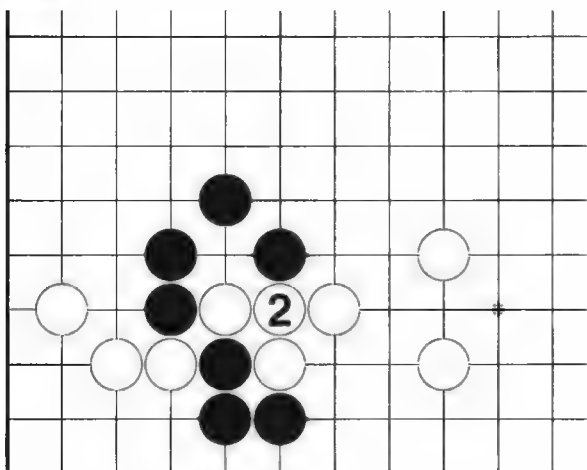
Failure 1



This isn't the right move because it  
allows White to connect.



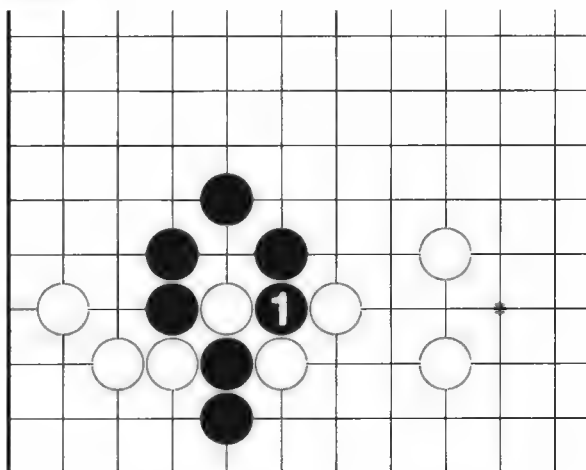
Failure 2



White will connect happily at ②.



Success



Black should cut next to the peep.



## Cut next to the Peep



Cut the  and  stones.

[illegible][illegible]

## 8

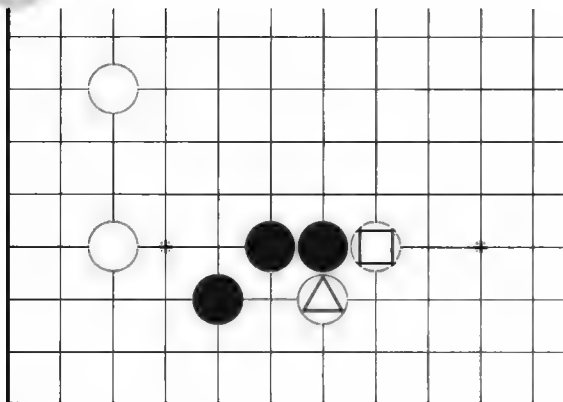
## Cut (Review)



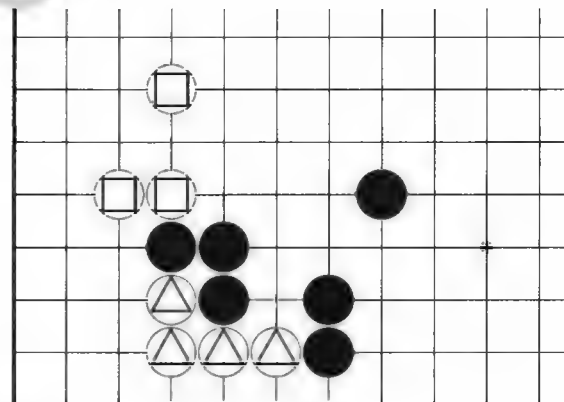
Spatial Sense

Black to cut White. In each problem, choose between the three cutting techniques you've studied so far.

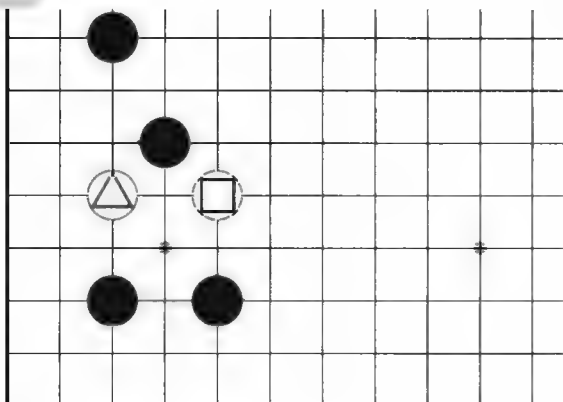
1



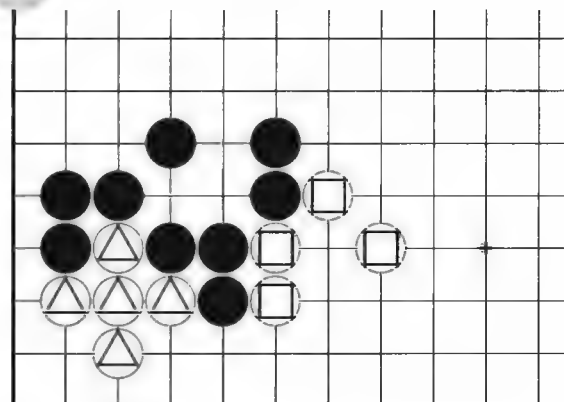
2



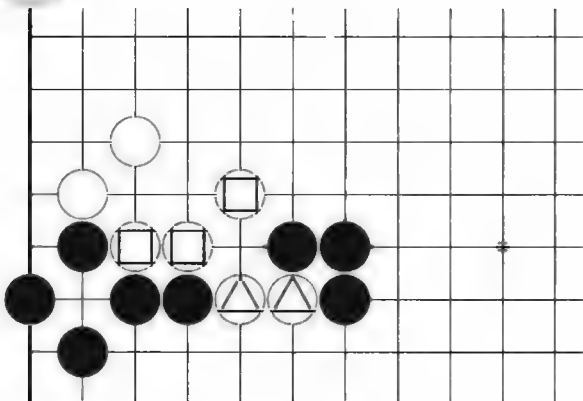
3



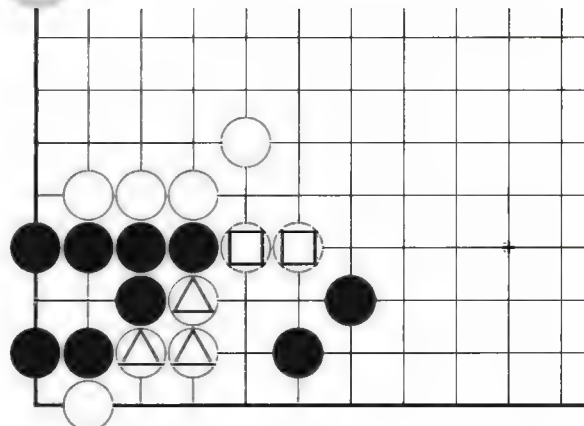
4



5



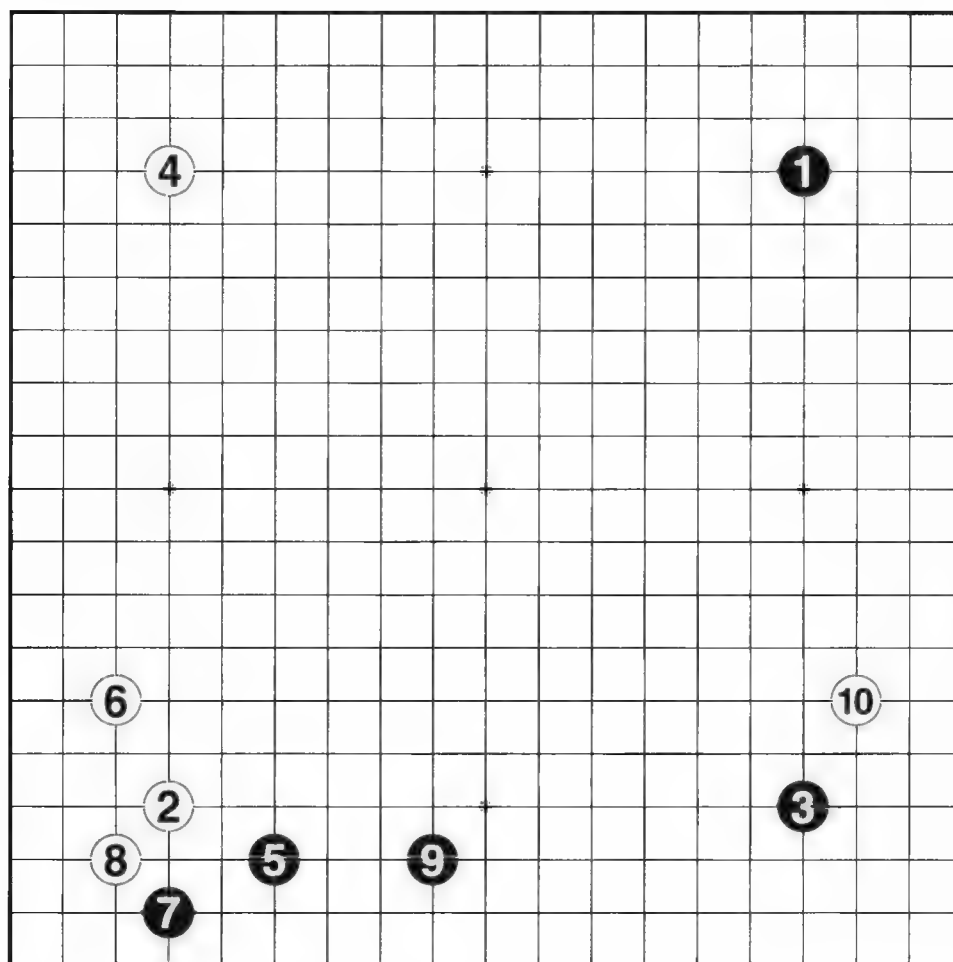
6



# 8

## Opening 1

Let's study a professional opening. First put the stones on the board while reading the text, and then replay the moves alone.



- |                       |                           |
|-----------------------|---------------------------|
| ① Star Point          | ② Star Point              |
| ③ 2-Star Formation    | ④ 2-Star Formation        |
| ⑤ Knight's Approach   | ⑧ Knight's Answering Move |
| ⑦ Knight's Slide      | ⑧ Diagonal Defense        |
| ⑨ Two-Space-Extension | ⑩ Knight's Approach       |

## Defend before Attacking

我 生 然 後 殺 他

Defend Before  
Attacking

Me

Live

Naturally

After

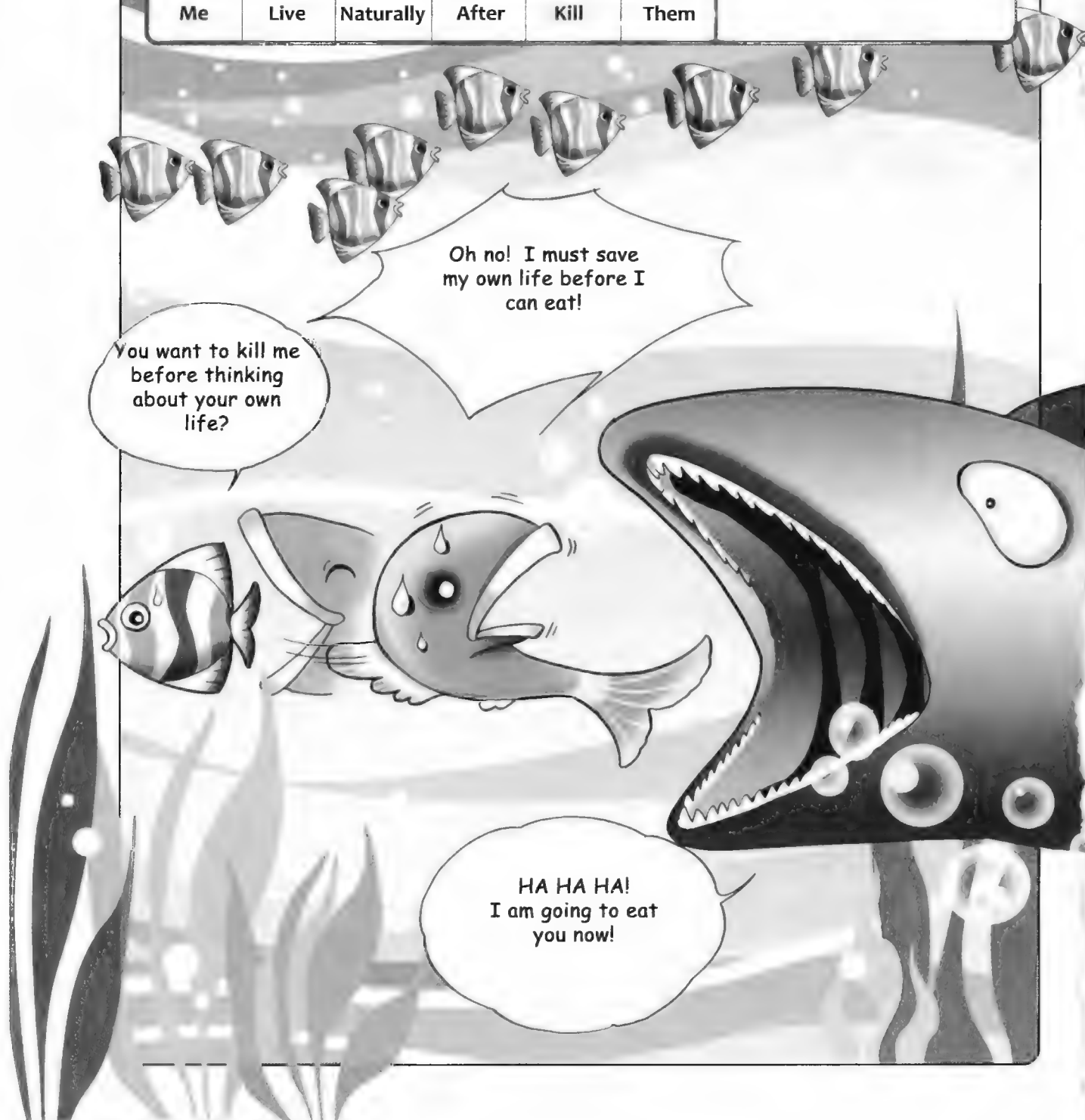
Kill

Them

Oh no! I must save  
my own life before I  
can eat!

You want to kill me  
before thinking  
about your own  
life?

HA HA HA!  
I am going to eat  
you now!





# 9

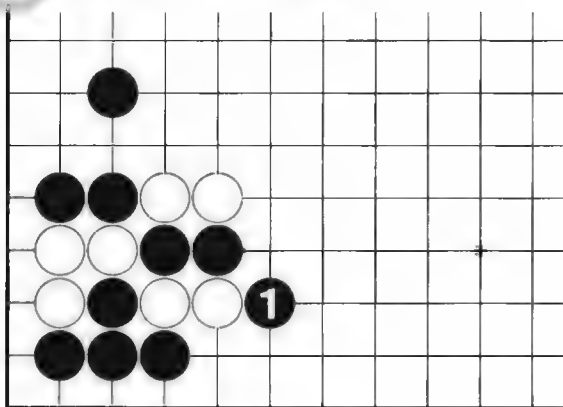
## Defend Before Attacking



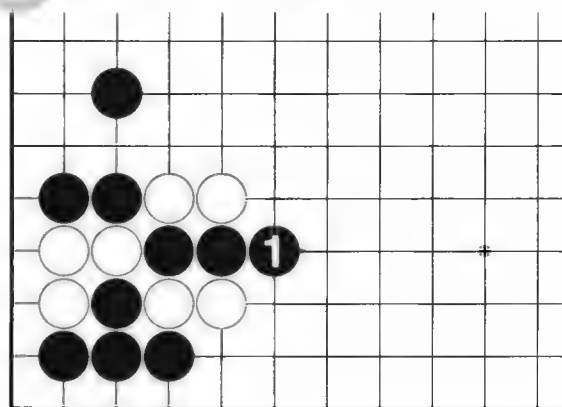
Judgment

Is **1** a good or bad move? Watch out for your weaknesses, and defend before attacking.

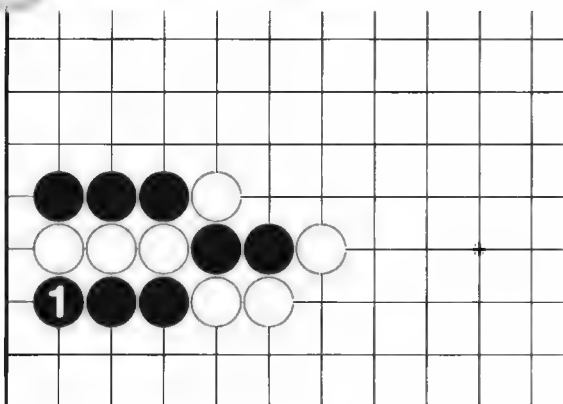
1 Good ( ) Bad ( )



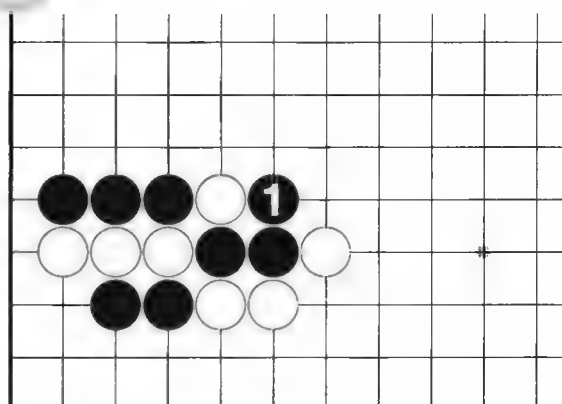
2 Good ( ) Bad ( )



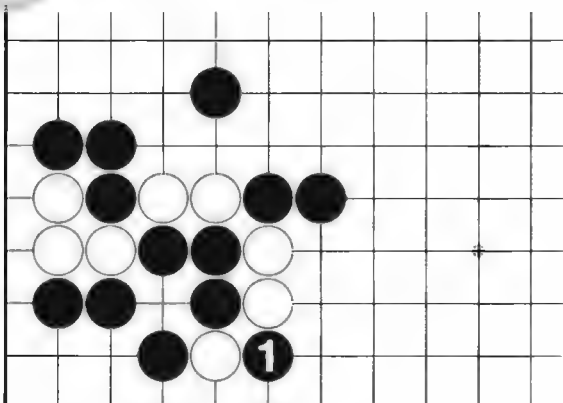
3 Good ( ) Bad ( )



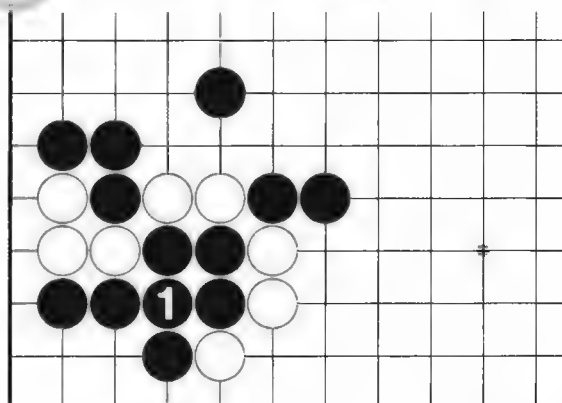
4 Good ( ) Bad ( )



5 Good ( ) Bad ( )



6 Good ( ) Bad ( )

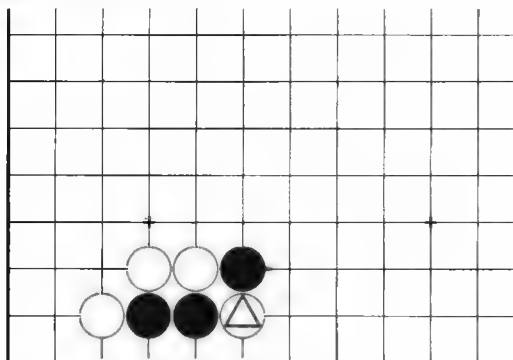



# 9

## Atari Towards the Line of Death



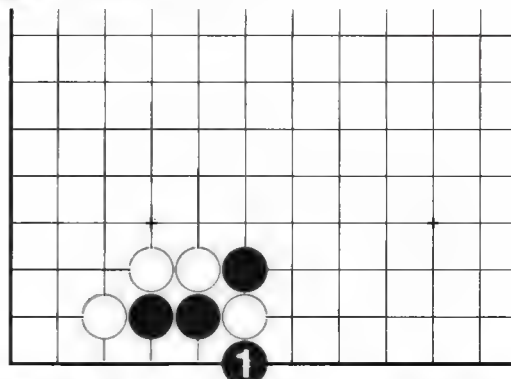
Situation



Black to capture the  stone by playing atari. But which atari is the correct one?



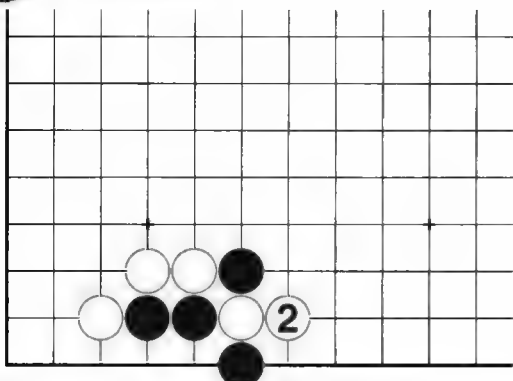
Failure 1




If Black plays atari in the wrong direction, he won't be able to capture.



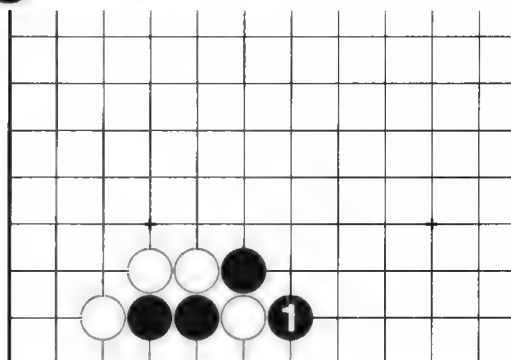
Failure 2



White will extend at . Now White has three liberties and is safe - Black fails.



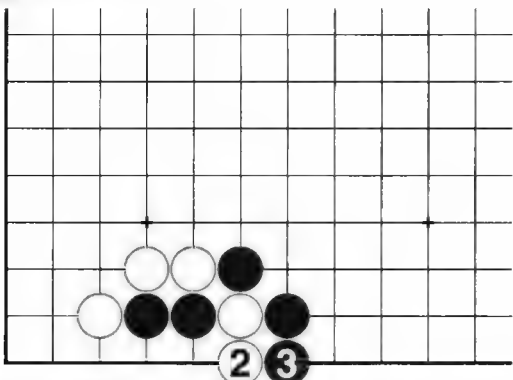
Success 1



Black should play this atari to drive White towards the first line, the line of death.



Success 2



Since White is blocked at the line of death, he can't escape.

### [Quiz]

Grandma: That greedy mouse! It ate all the rice! Grrr...

Topia: Don't worry, Grandma. ( )

1. We don't need to eat rice.
2. If we drive the mouse towards the edge of the room, the wall, we can catch it.

9

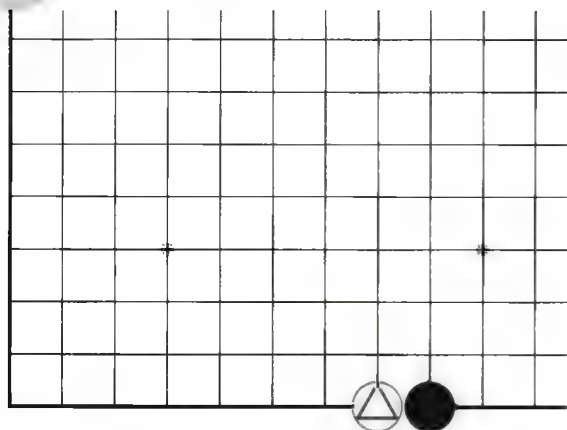
# Atari Towards the Line of Death



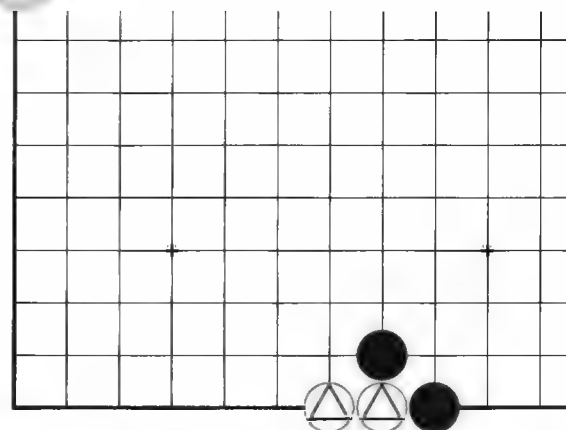
Thinking  
Power

Where should Black atari to capture the  stones?

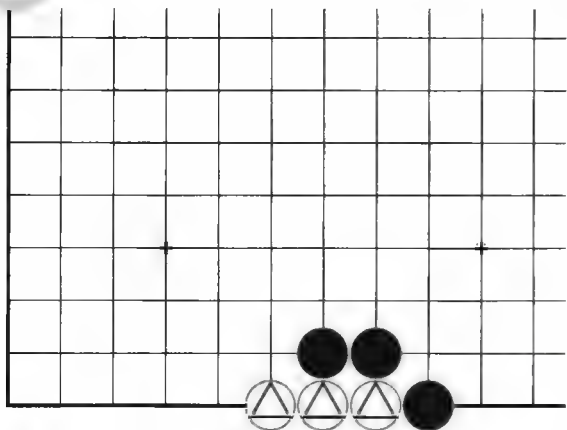
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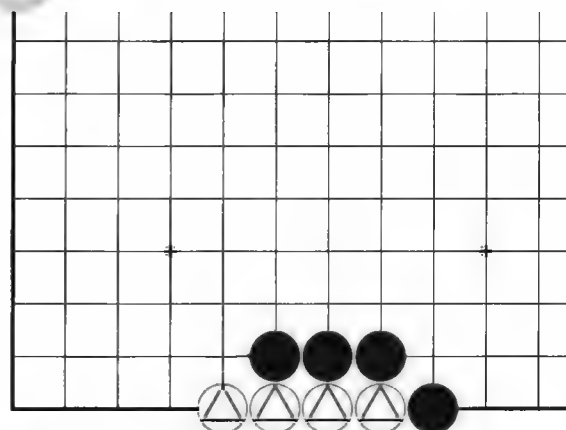
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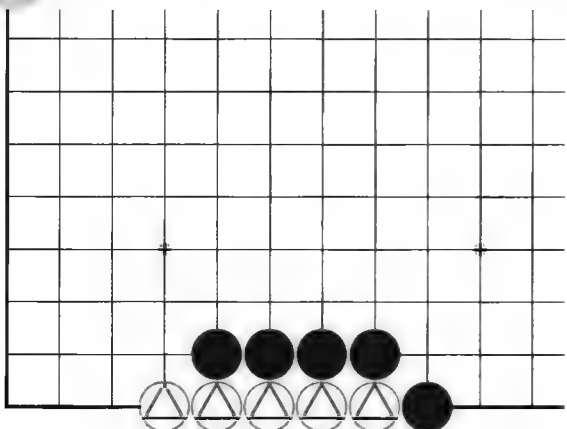
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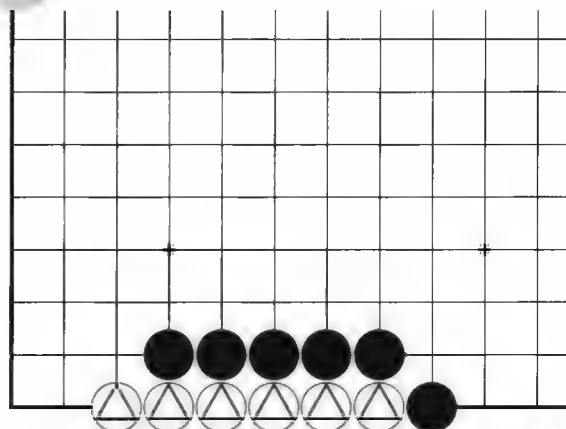
4



5



6




9

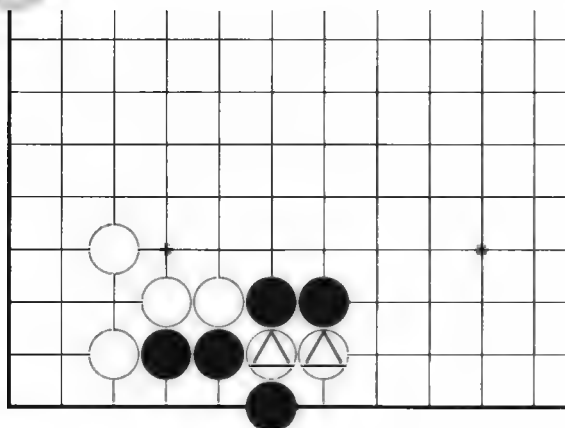
# Atari Towards the Line of Death



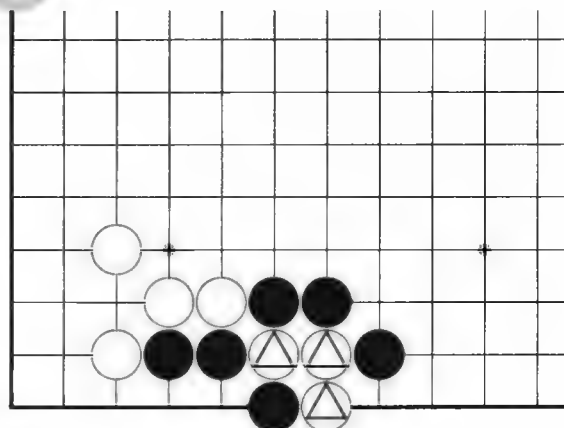
Thinking  
Power

Atari and then capture the  stones.

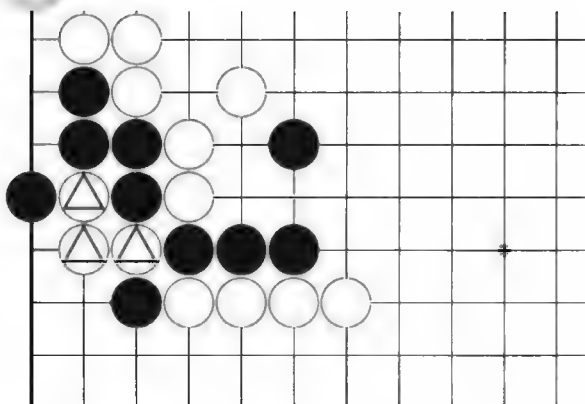
7



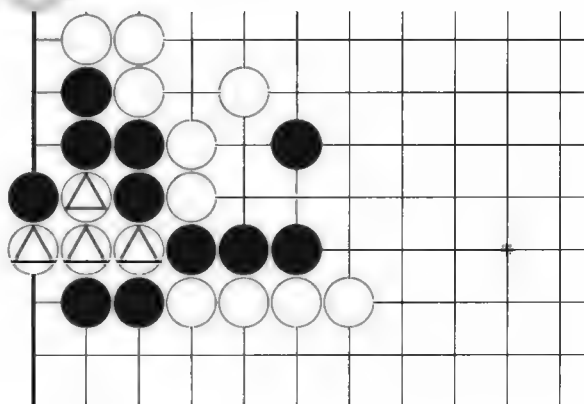
8



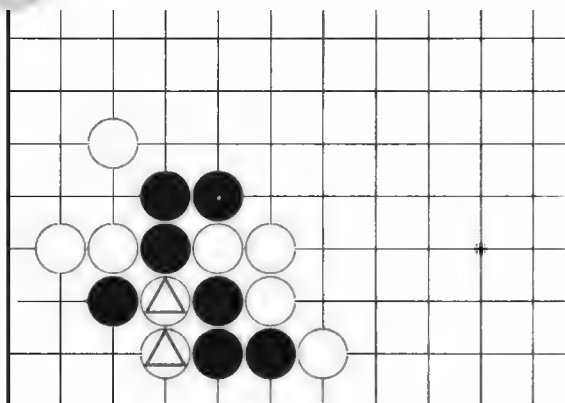
9



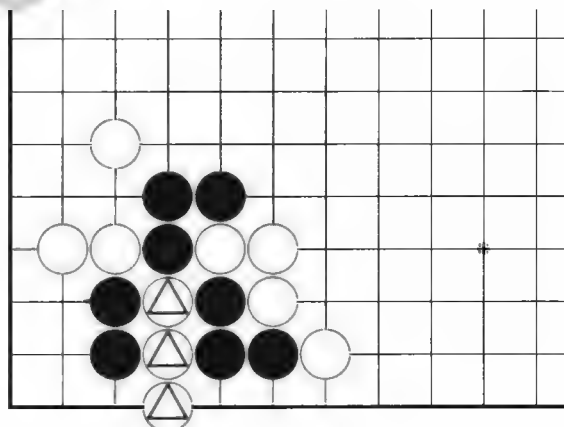
10



11



12







# 9

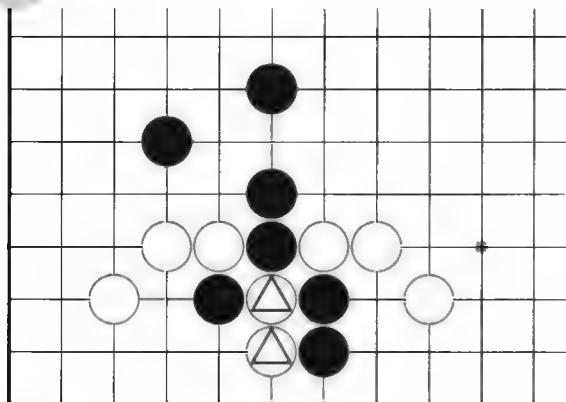
## Atari Towards the Line of Death



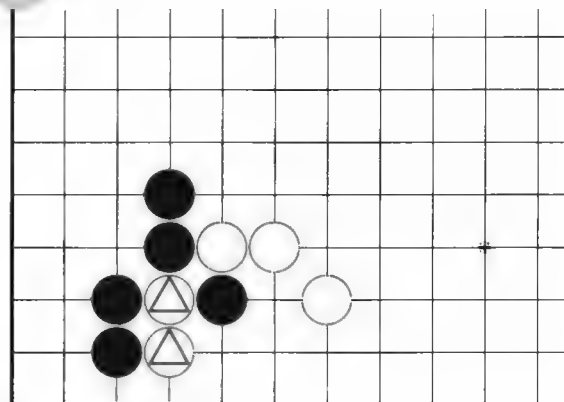
Thinking  
Power

How can Black capture the  stones?

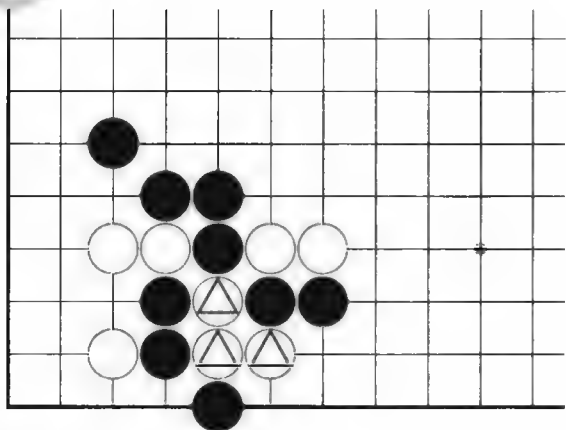
19



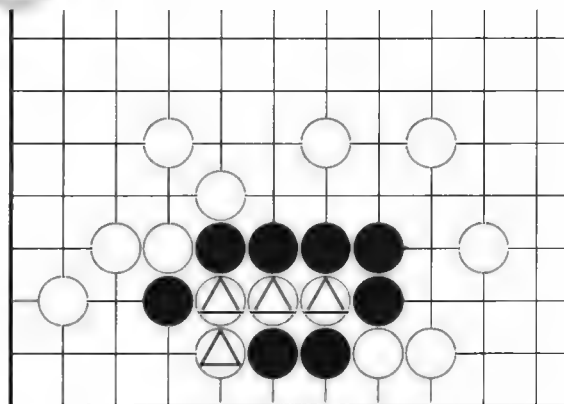
20



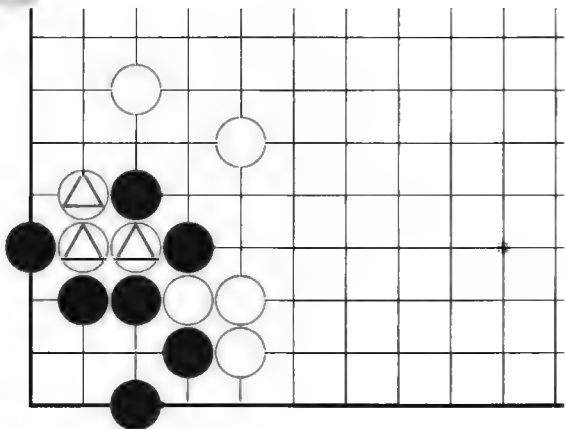
21



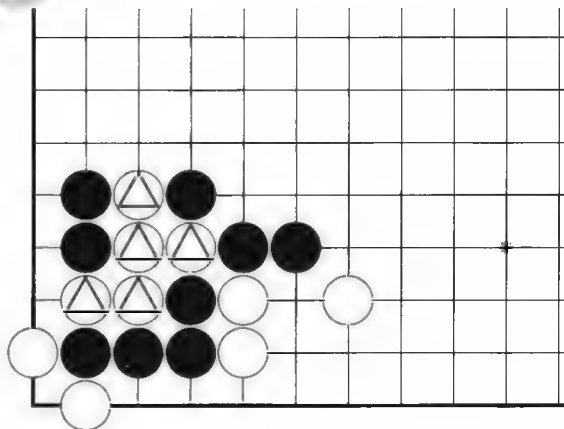
22



23



24



# 9

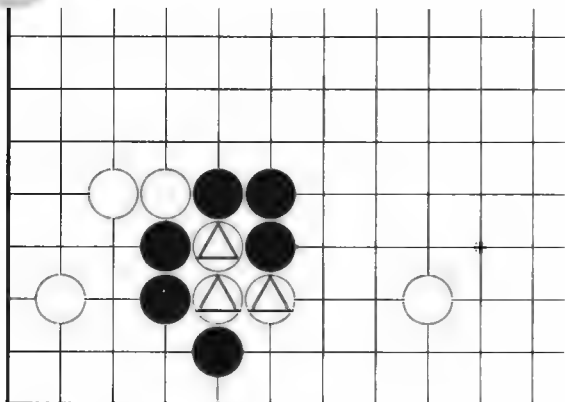
## Atari Towards the Line of Death



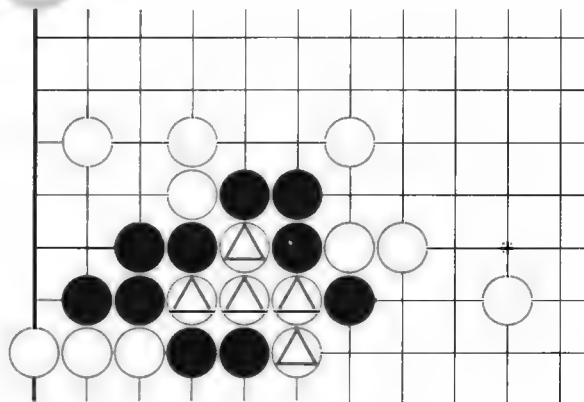
Thinking  
Power

Capture some white stones.

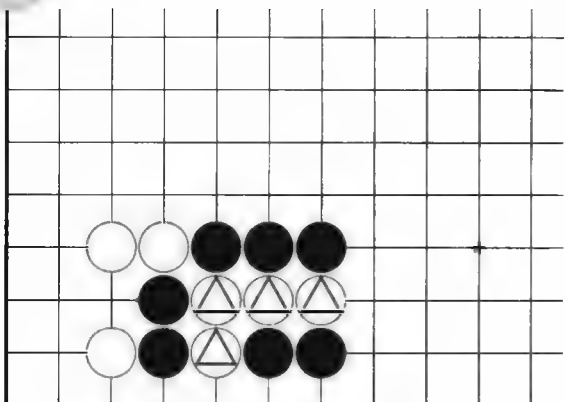
25



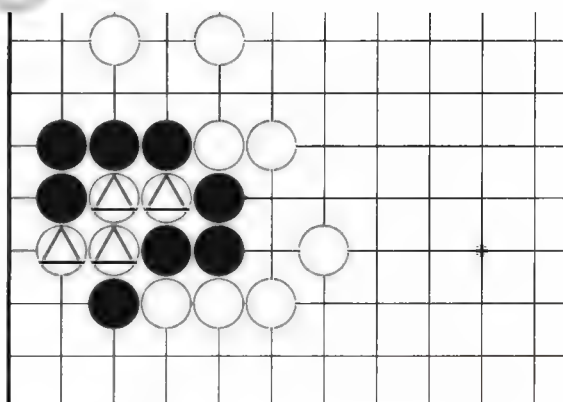
26



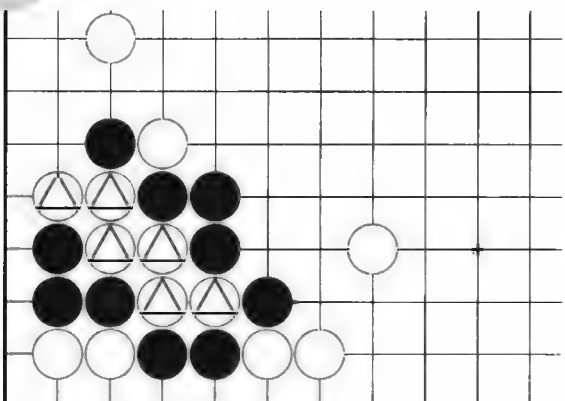
27



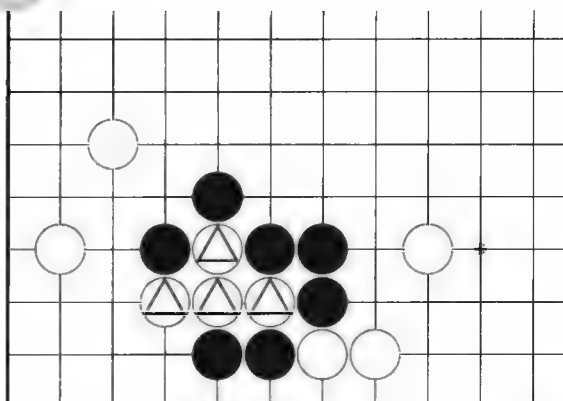
28



29



30

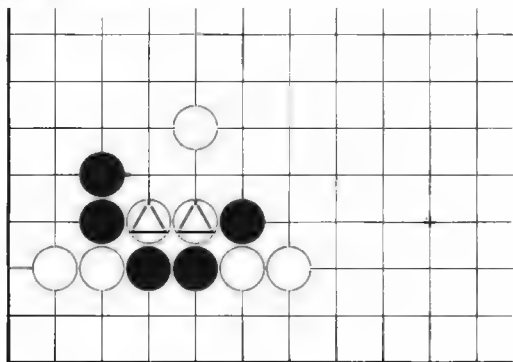


# 10

## Atari While Cutting



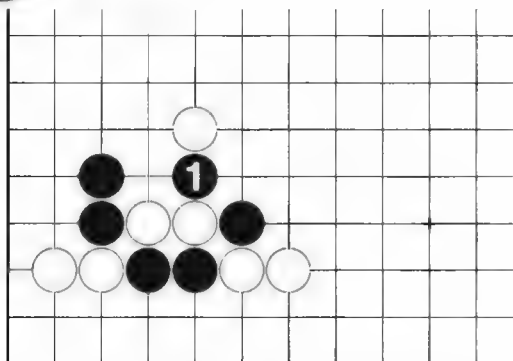
Situation



Black to capture the ⊗ stones by playing the right atari.



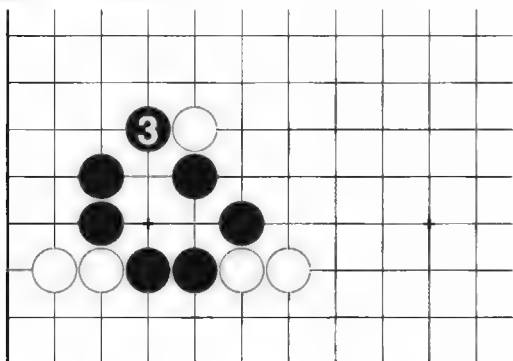
Success 1



Black should play atari while cutting.



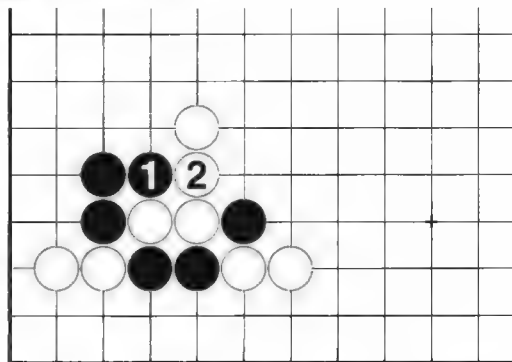
Success 3



...Black can capture White with ③.



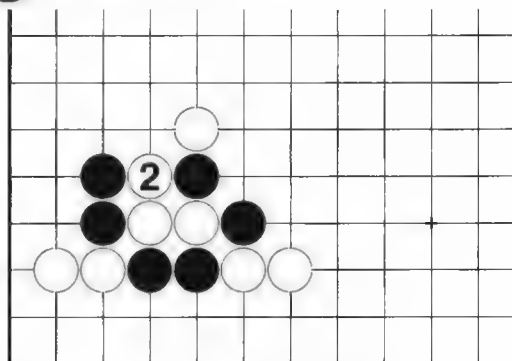
Failure



Black can't capture them like this because White connects his stones with ②.



Success 2



Even if White tries to escape,...

### [Quiz]

Topia: How should I play atari in order to prevent my opponent from connecting?

Seba: ( )

1. Any atari will do.
2. Play atari while cutting.
3. Play atari while eating.



# 10

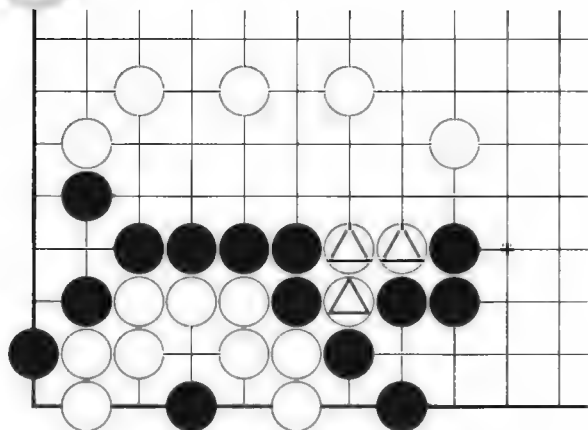
## Atari While Cutting



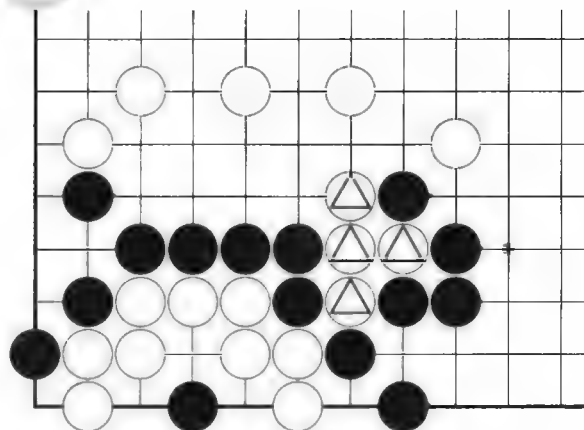
Thinking  
Power

Capture the  stones. Be careful which atari to start with.

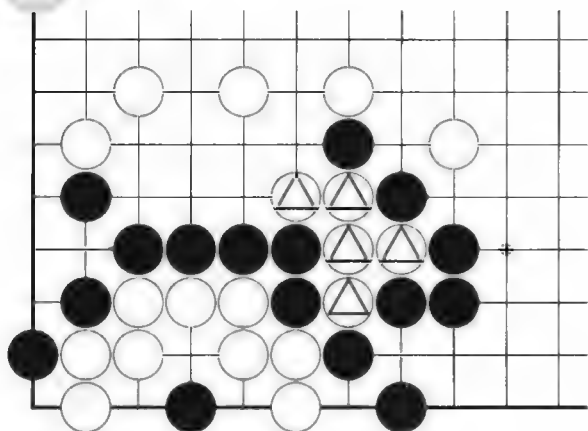
1



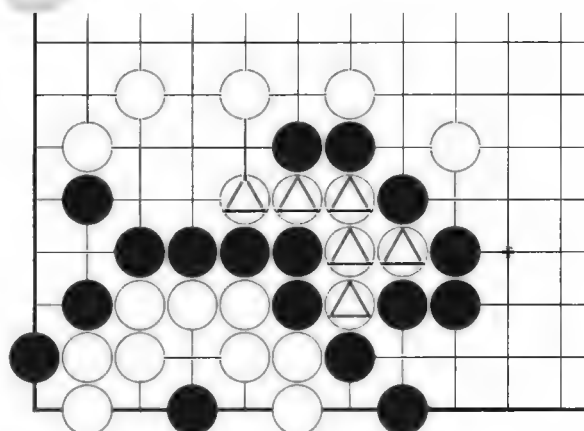
2



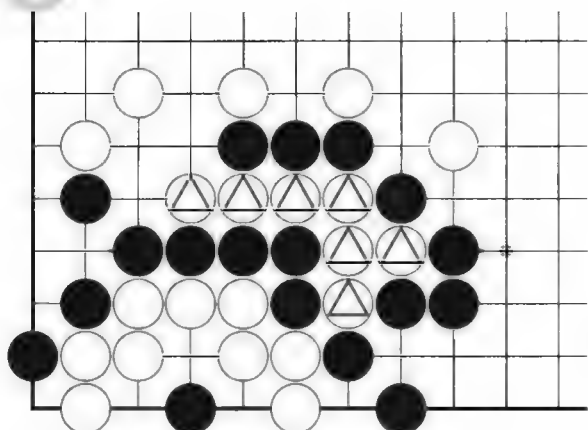
3



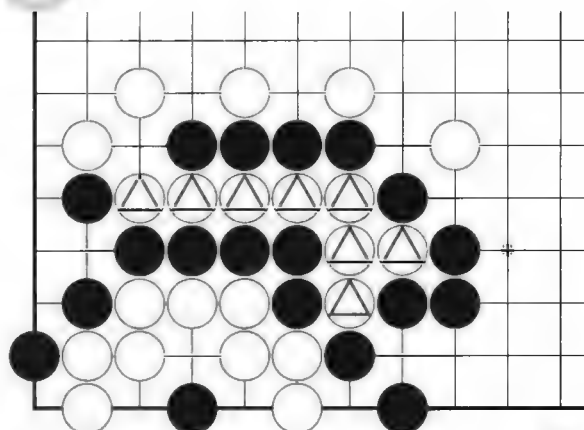
4



5



6



# 10

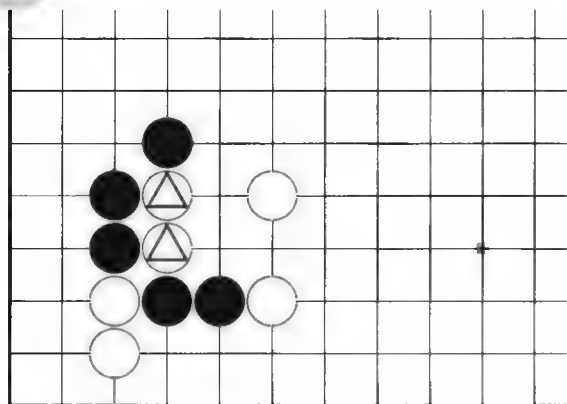
## Atari While Cutting



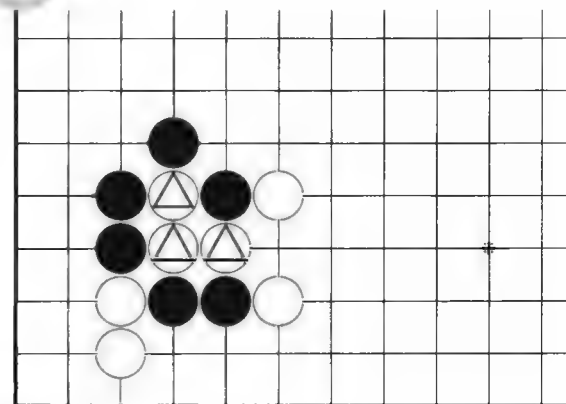
Thinking  
Power

Atari and then capture the  stones.

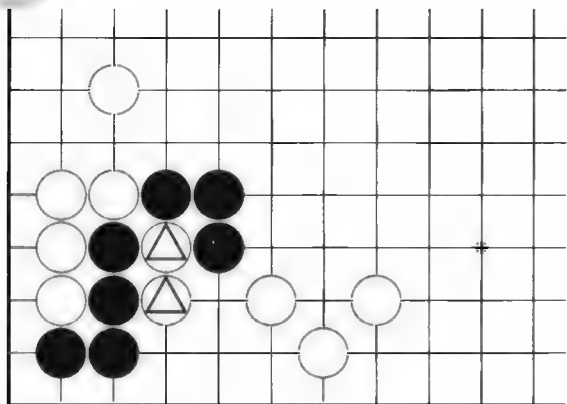
7



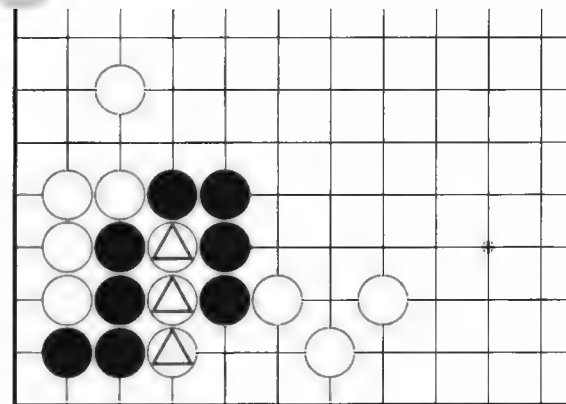
8



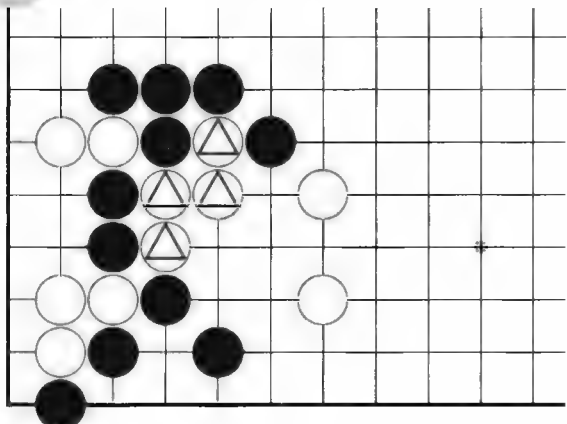
9



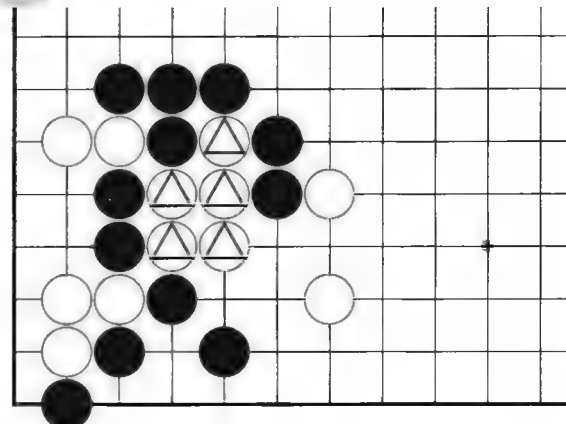
10



11



12



# 10

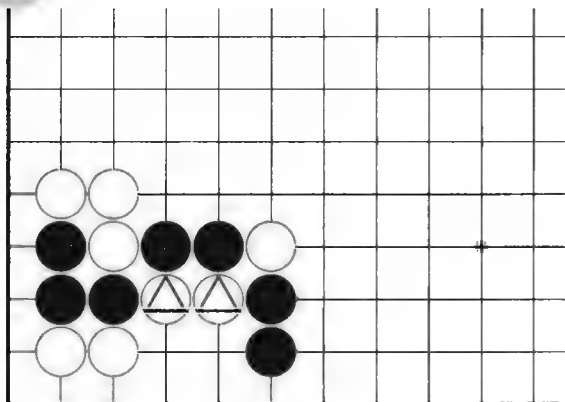
## Atari While Cutting



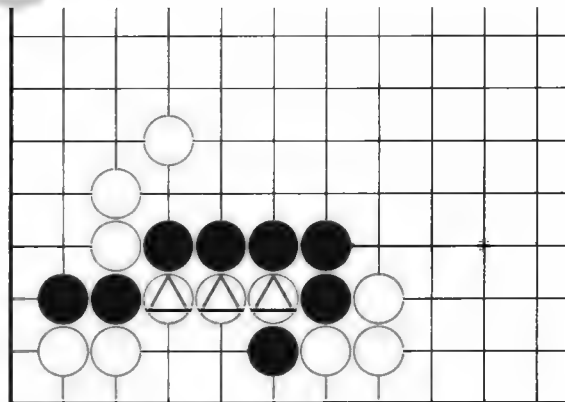
Thinking  
Power

Atari and then capture the  stones.

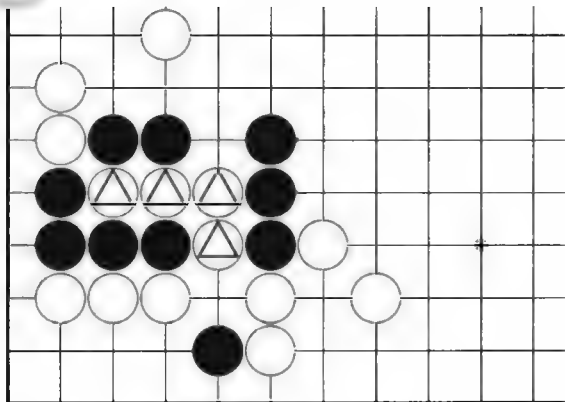
13



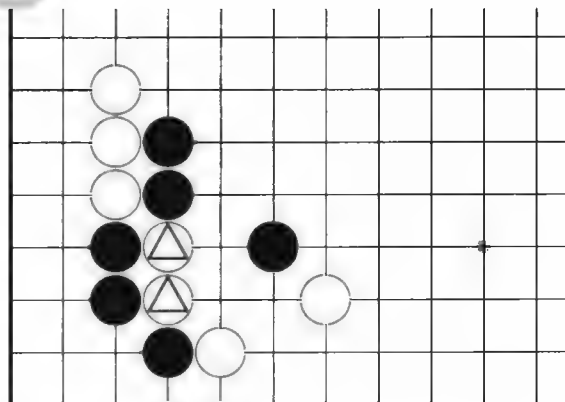
14



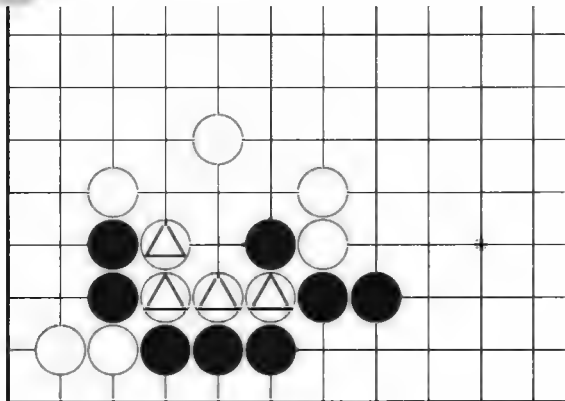
15



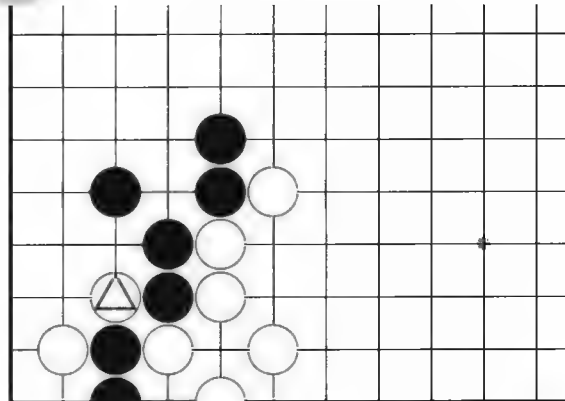
16



17



18



# 10

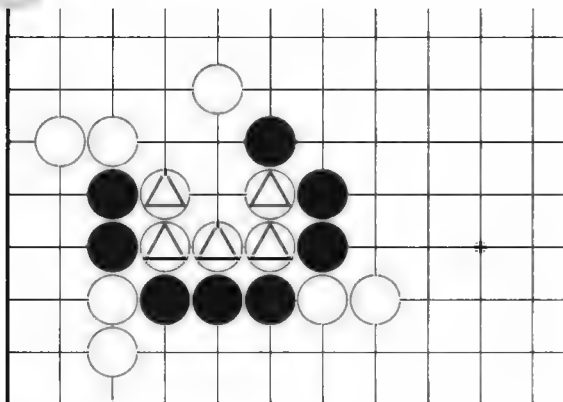
## Atari While Cutting



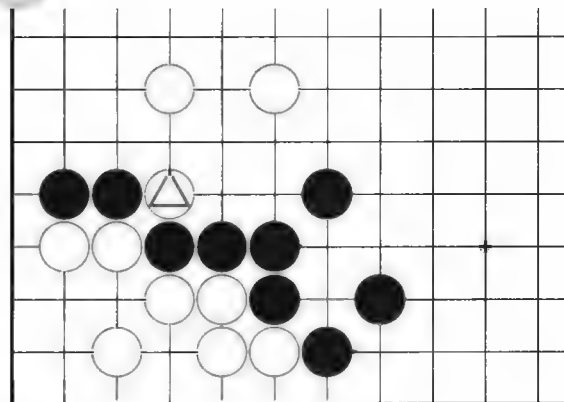
Thinking  
Power

Atari and then capture the △ stones.

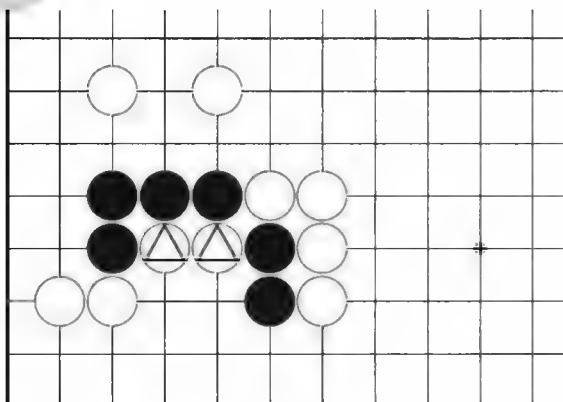
19



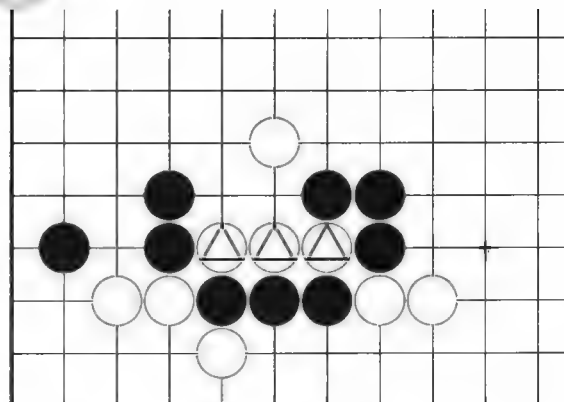
20



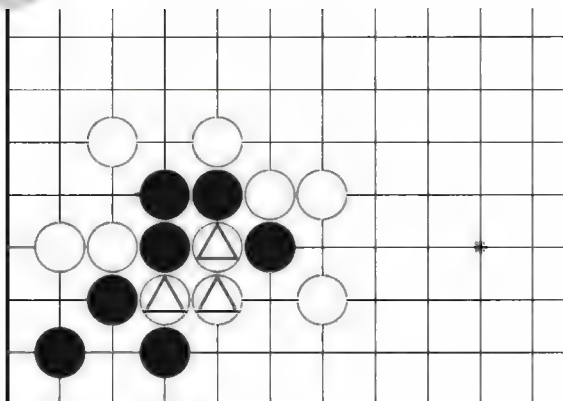
21



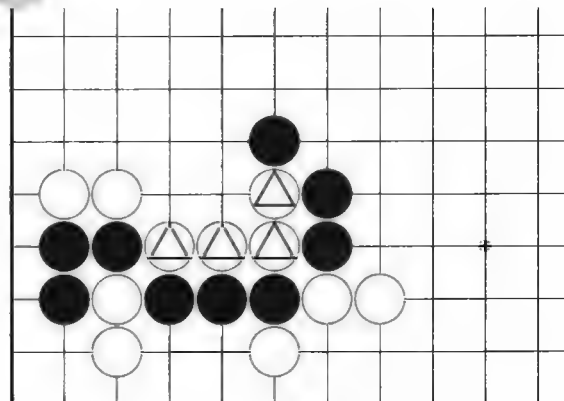
22



23



24





# 10

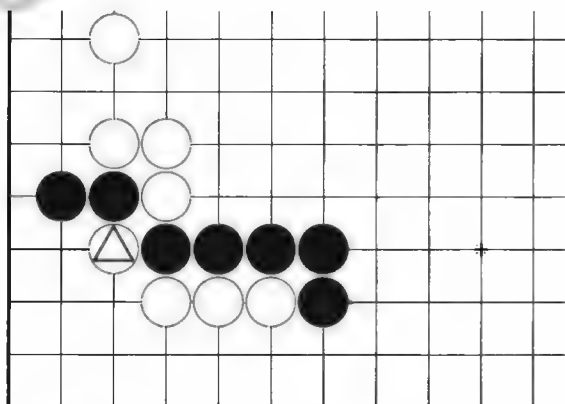
## Atari While Cutting



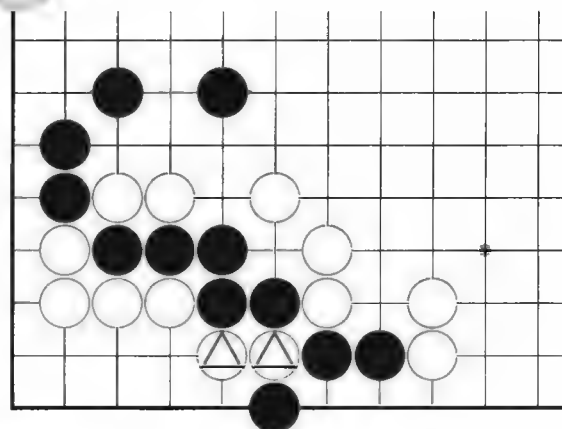
Thinking  
Power

Capture some white stones by playing the correct atari.

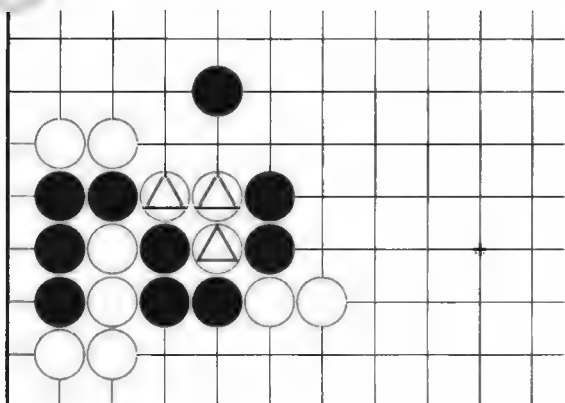
25



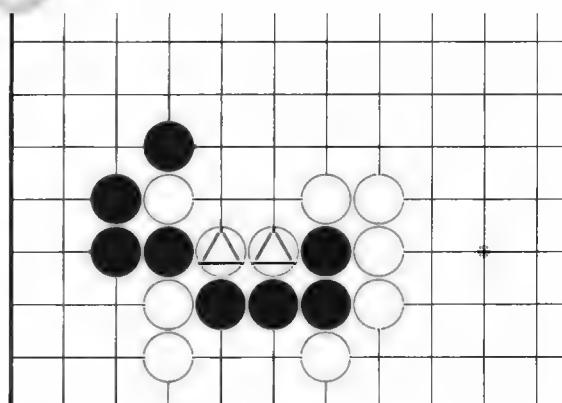
26



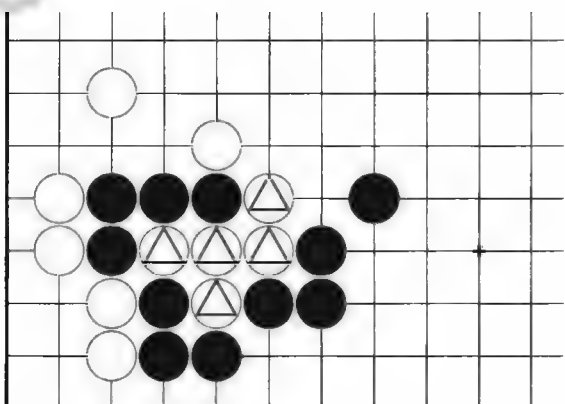
27



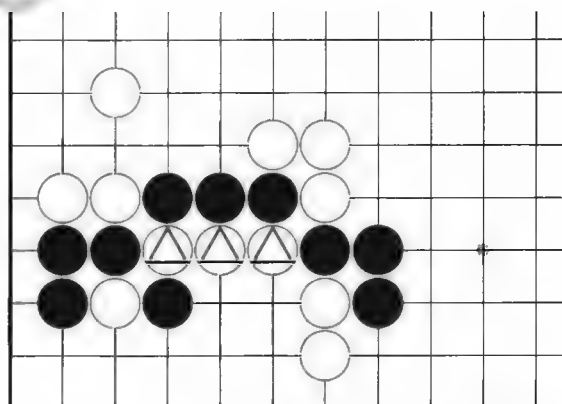
28



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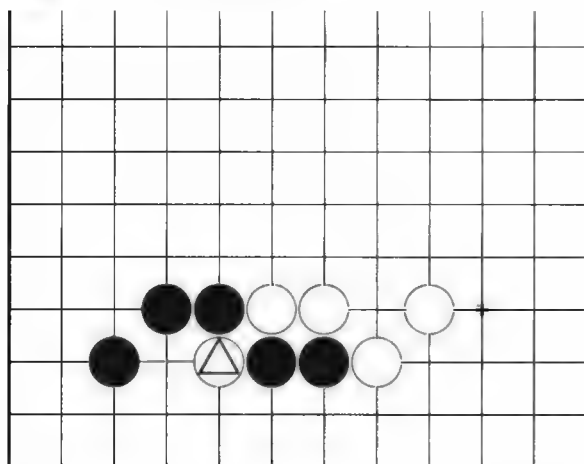


# 11

## Atari Toward Your Stones



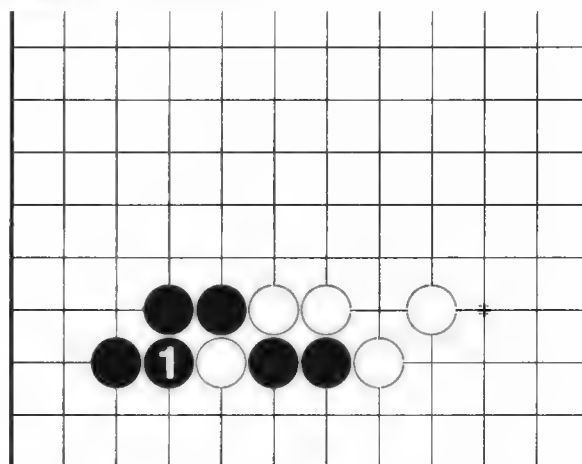
Situation



How can Black capture the marked white stone?



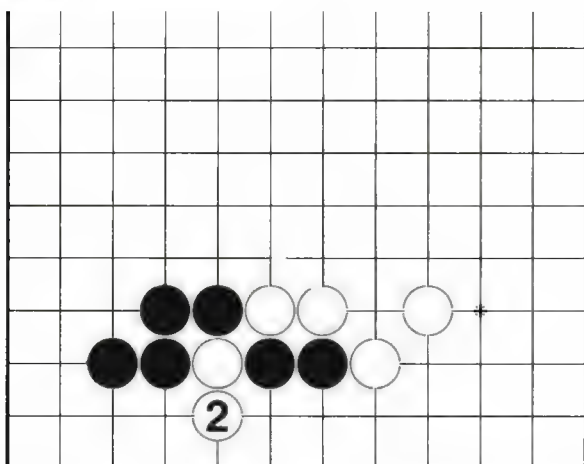
Failure 1



Playing atari without thinking doesn't work.



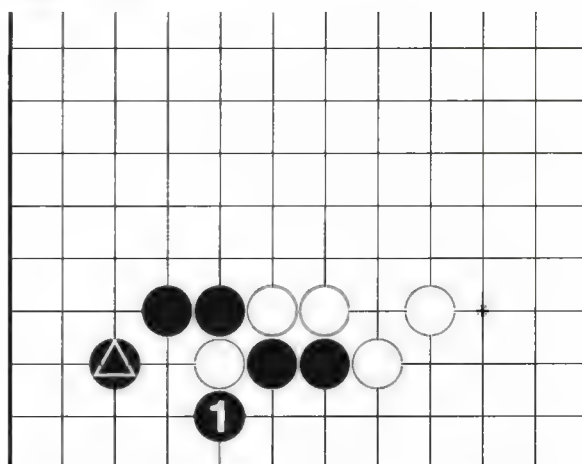
Failure 2



When White increases his liberties, he will not only save his stone but also capture the two black stones.



Success



Black should play atari towards his own stone.

# 11

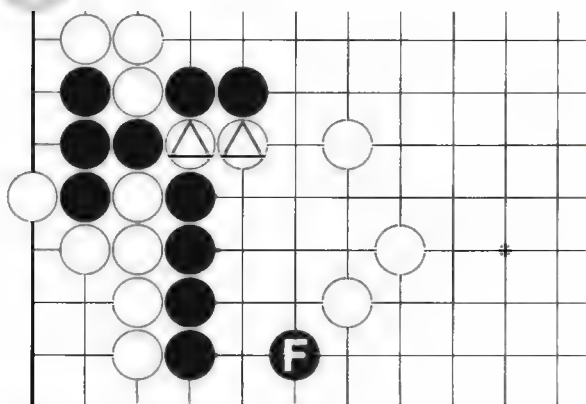
## Atari Toward Your Stones



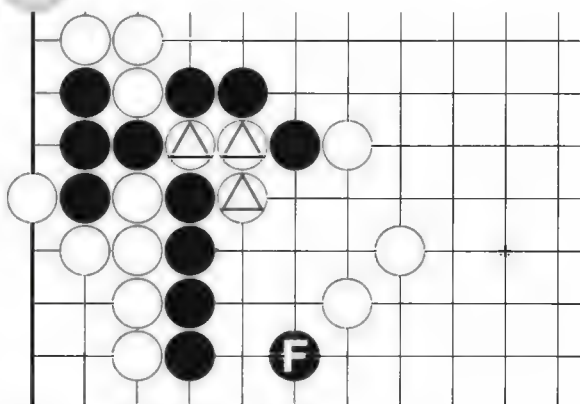
Thinking  
Power

Capture the  stones by driving them to your friend (F).

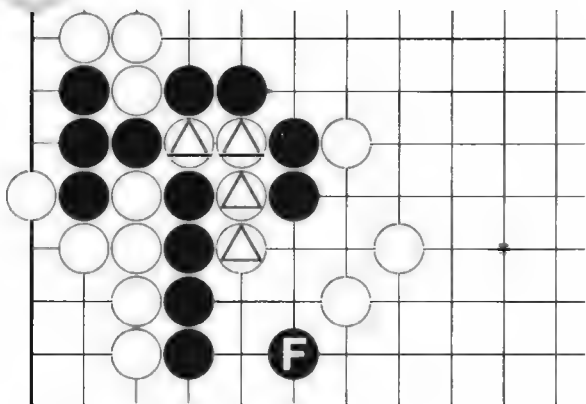
1



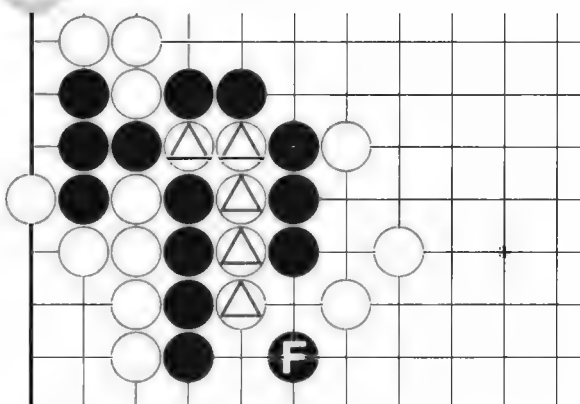
2



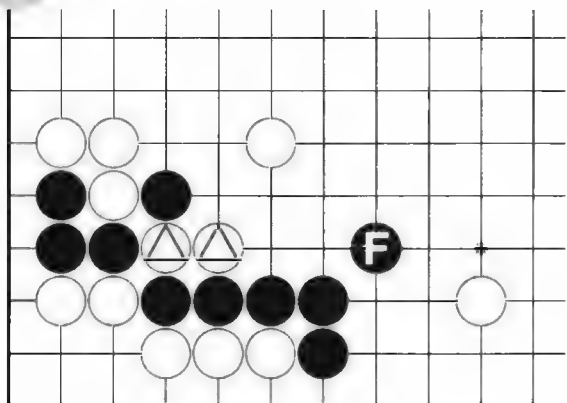
3



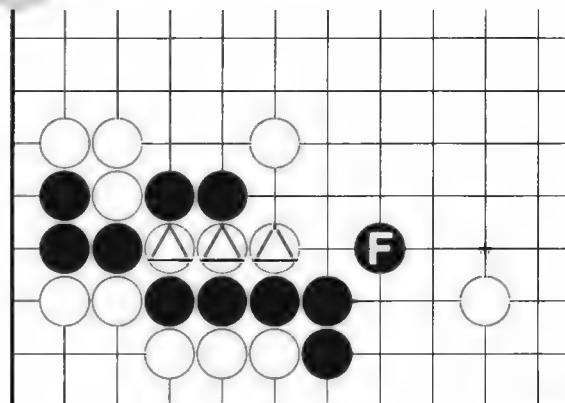
4



5



6



## 11

## Atari Toward Your Stones



# 11

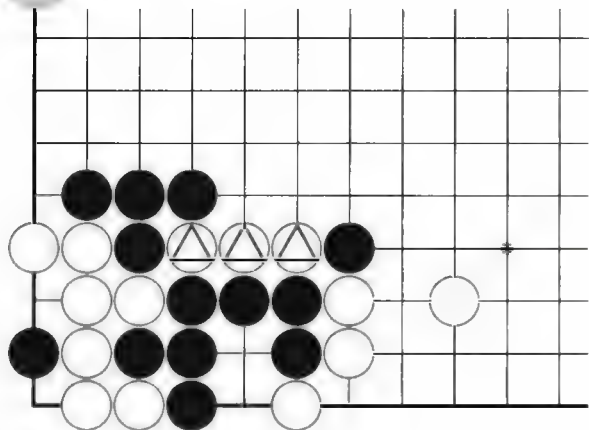
## Atari Toward Your Stones



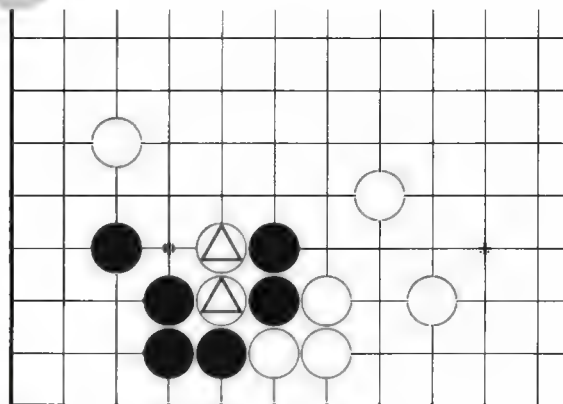
Thinking  
power

Capture the  stones.

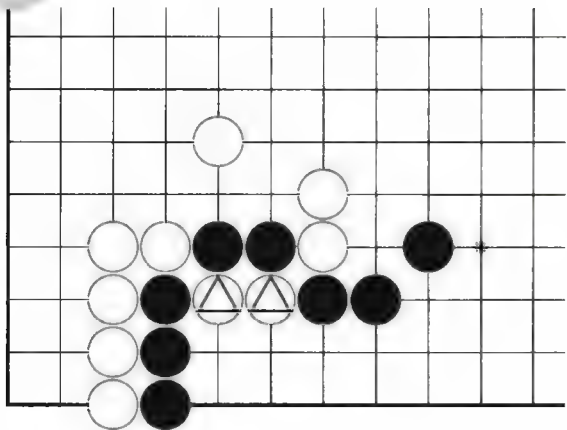
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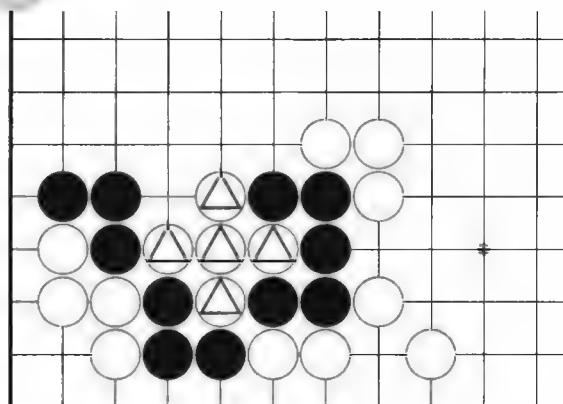
14



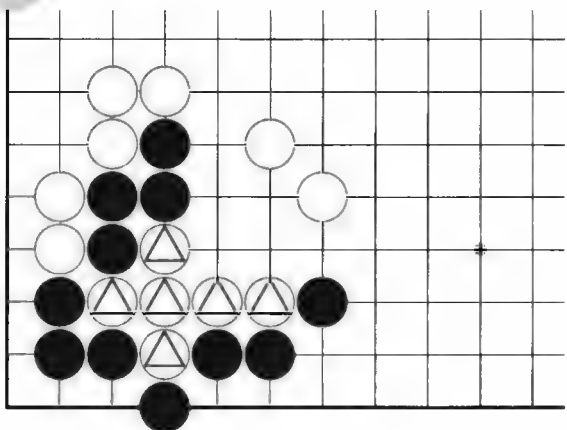
15



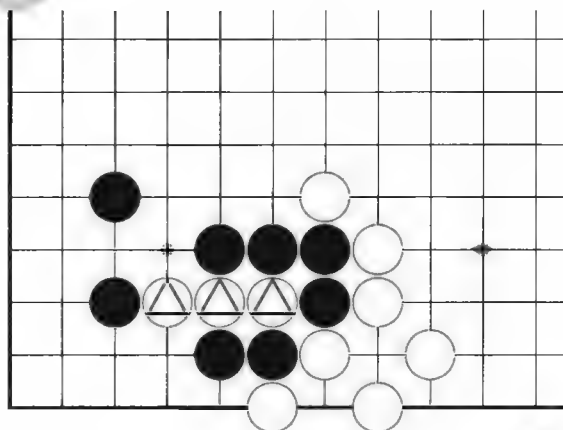
16



17



18






# 11

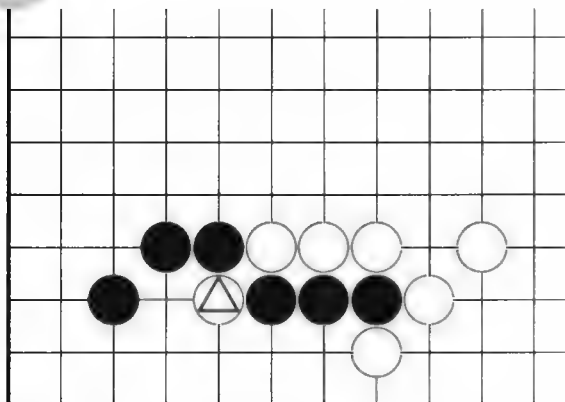
## Atari Toward Your Stones



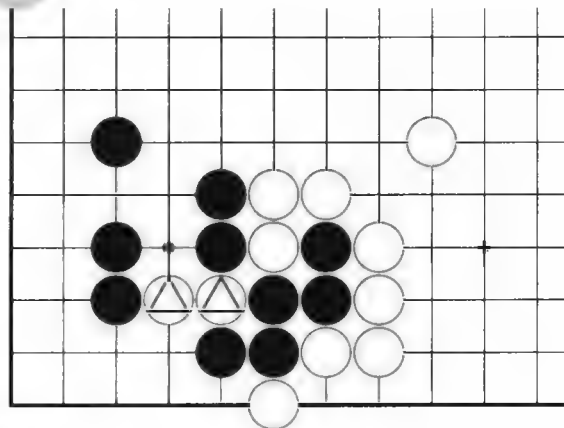
Thinking  
Power

Capture the  stones.

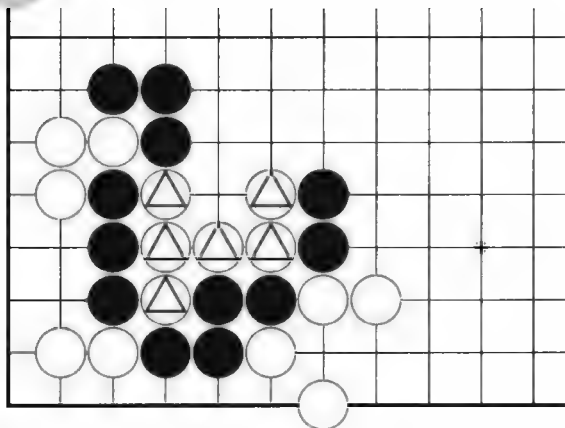
19



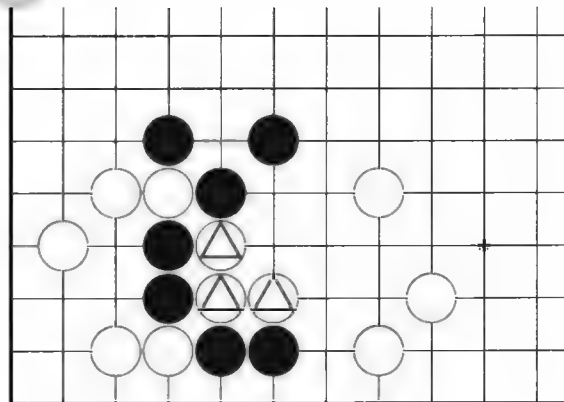
20



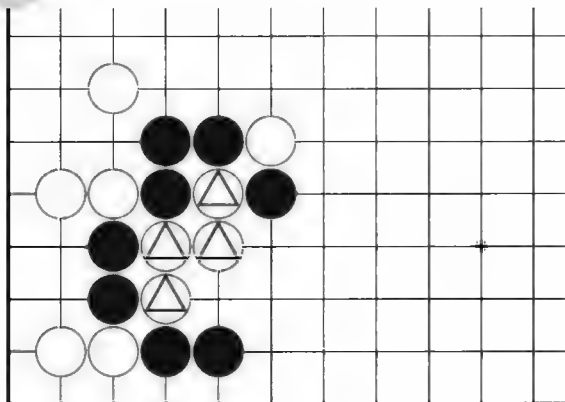
21



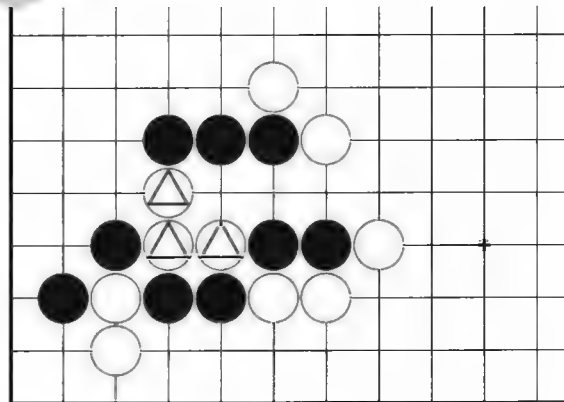
22



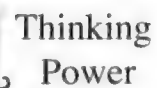
23



24



## Atari Toward Your Stones



Capture some white stones.

A 10x10 grid with black and white circles and two triangles. The black circles are located at (1,1), (2,3), (2,4), (3,2), (3,3), (3,4), (4,2), (4,3), (4,4), (5,2), (5,3), (5,4), (6,2), (6,3), (6,4), (7,2), (7,3), (7,4), (8,2), (8,3), (8,4), (9,2), (9,3), (9,4), (10,2), (10,3), (10,4). The white circles are located at (1,2), (1,3), (1,4), (2,1), (2,2), (2,5), (3,1), (3,5), (4,1), (4,5), (5,1), (5,5), (6,1), (6,5), (7,1), (7,5), (8,1), (8,5), (9,1), (9,5), (10,1), (10,5). The triangles are located at (3,3) and (4,3).

A 10x10 grid with a 4x4 cluster of circles and triangles. The cluster is composed of 16 shapes: 8 circles and 8 triangles. The circles are located at (row, col) coordinates (1,1), (1,2), (1,3), (1,4), (2,1), (2,2), (2,3), and (2,4). The triangles are located at (3,1), (3,2), (3,3), (3,4), (4,1), (4,2), (4,3), and (4,4). The circles are arranged in a 2x4 grid, and the triangles are arranged in a 2x4 grid. The circles are arranged in a 2x4 grid, and the triangles are arranged in a 2x4 grid.

A 10x10 grid with a cluster of black and white circles and triangles on the left side. The cluster is located in the first four columns and the first six rows. The shapes are arranged in a roughly rectangular pattern, with black and white circles and triangles interspersed. The triangles are white with black outlines. The circles are solid black or white. The triangles are located at (row, column) coordinates (1,4), (2,4), (3,4), (4,4), (5,4), and (6,4). The circles are located at (1,1), (1,2), (1,3), (2,1), (2,2), (2,3), (3,1), (3,2), (3,3), (4,1), (4,2), (4,3), (5,1), (5,2), (5,3), (6,1), (6,2), and (6,3).

## Baduk Around the World

Nowadays, Baduk is being played all over the world. More than 40 million people play it and the number of professional players and fans is still increasing. The overwhelming majority live in East Asia, where Baduk has a long, long history.

Let's see what this fascinating board game is called in various countries:

- Weiqi 圍棋 in China and other Chinese-speaking countries
- Igo 囲碁 in Japan
- Baduk 바둑(碁) in Korea
- Go in Western countries

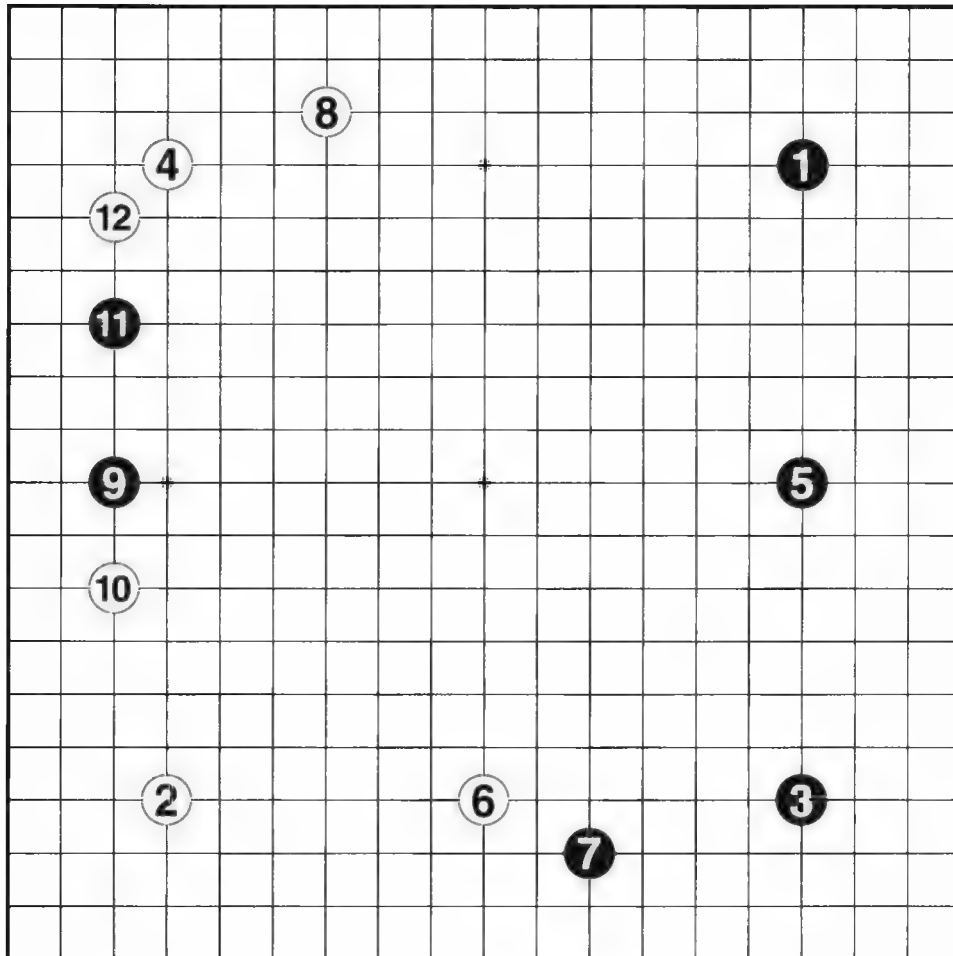


The “Level Up” book series uses mainly English Baduk terms. If a proper English translation could not be found, the Korean or Japanese terms are used. In the beginning of the book, you can find a glossary. Whenever you don't understand the meaning of a Baduk term, please refer to the glossary.

# 11

## Opening 2

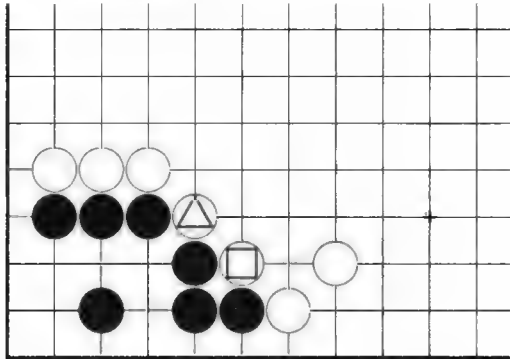
Here is another professional opening. First put the stones on the board while reading the text, then repeat.



- |                     |                            |
|---------------------|----------------------------|
| ① Star Point        | ② Star Point               |
| ③ 2-Star Formation  | ④ 2-Star Formation         |
| ⑤ 3-Star Formation  | ⑥ Extension                |
| ⑦ Approaching Move  | ⑧ Large Knight's Enclosure |
| ⑨ Dividing Move     | ⑩ Approaching Move         |
| ⑪ 2-Space-Extension | ⑫ Diagonal Enclosure       |



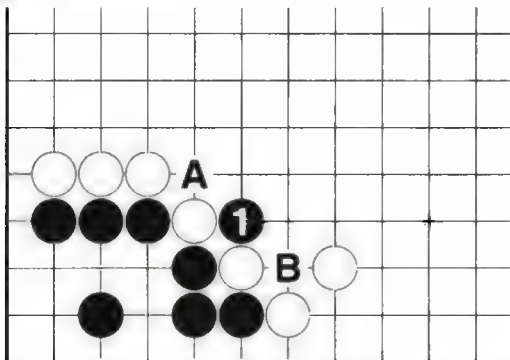
Situation



Put the  and  stones into double atari.



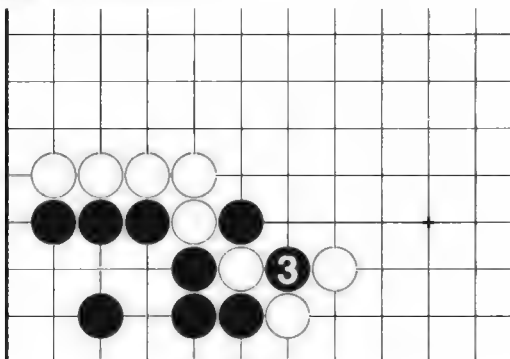
Success 1



Black should play double atari. He aims to capture at A or B next.



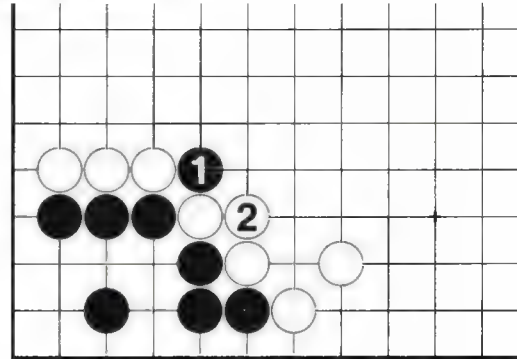
Success 3



... Black can capture the stone on the other side.



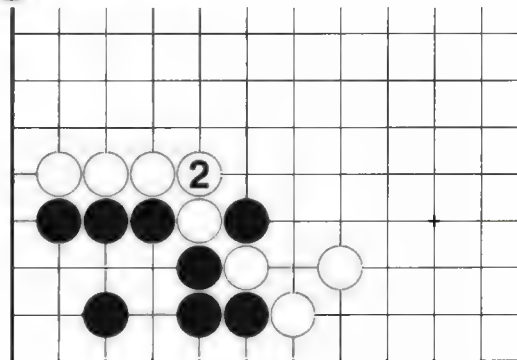
Failure



If Black puts only one stone into atari, Black can't capture White.



Success 2



Even if White connects at one side,...

### [Quiz]

Kiring: How can I put two stones into atari with one move? (      )

1. double atari
2. any atari
3. twin atari





# 12

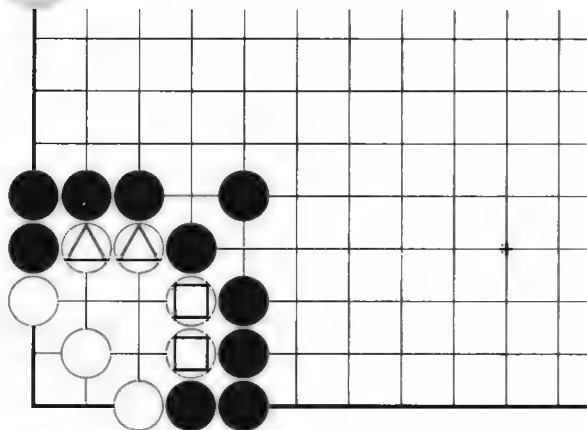
## Double Atari



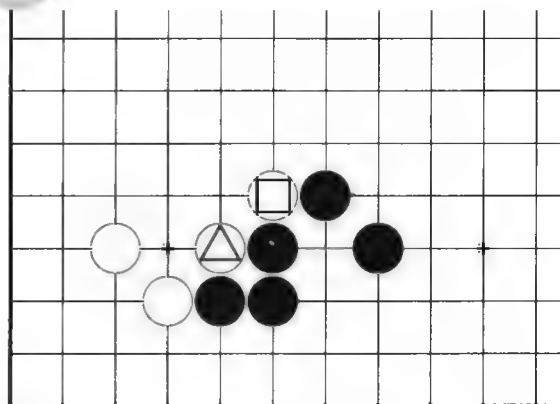
Thinking  
power

Capture the  or the  stones.

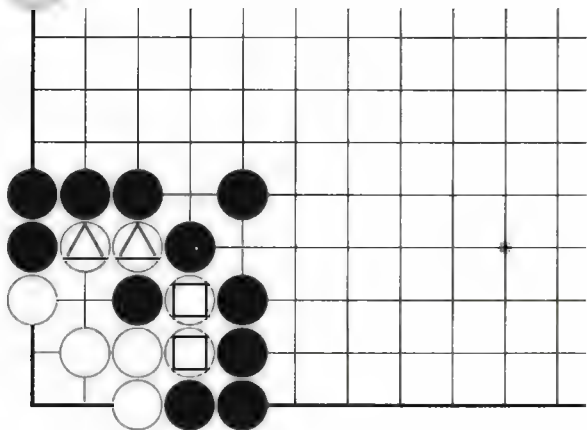
1



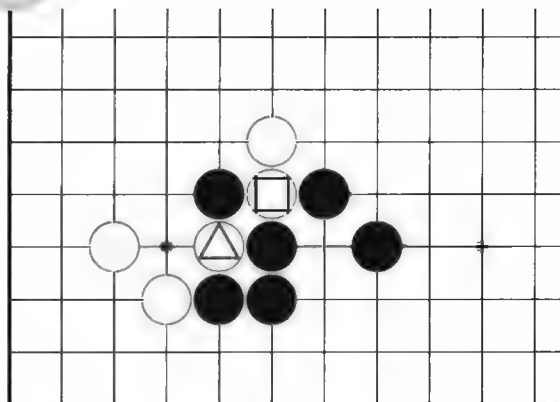
2



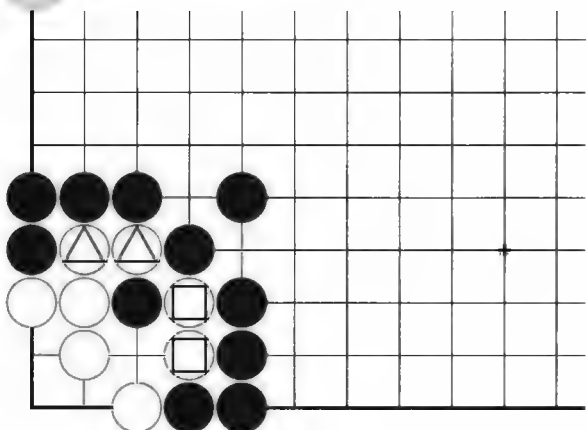
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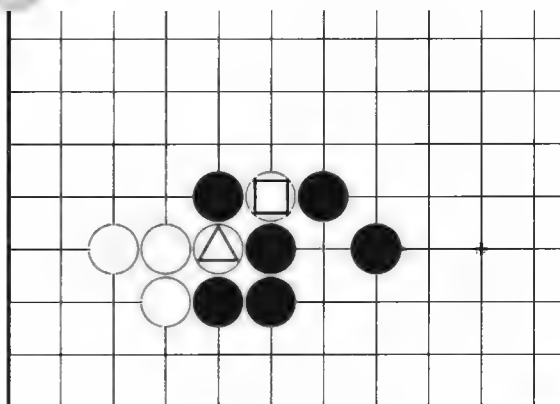
4



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# 12

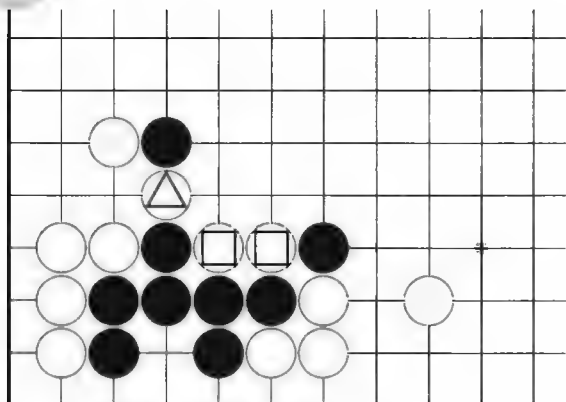
## Double Atari



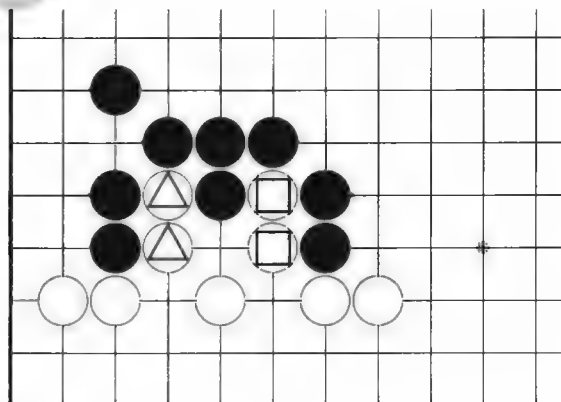
Thinking  
Power

Capture the  or the  stones.

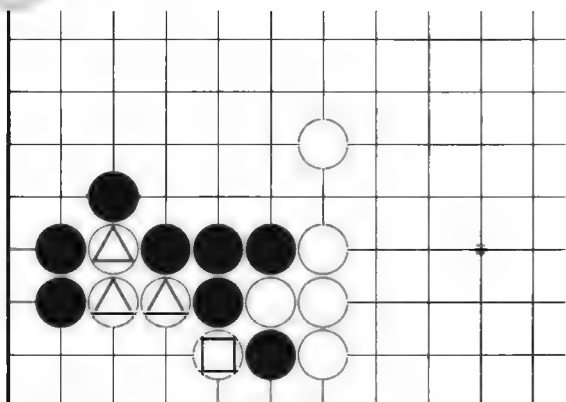
7



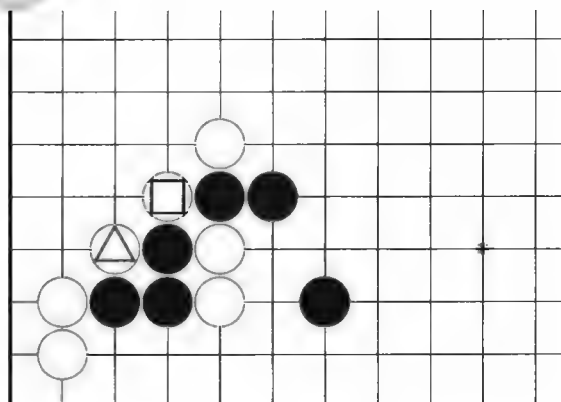
8



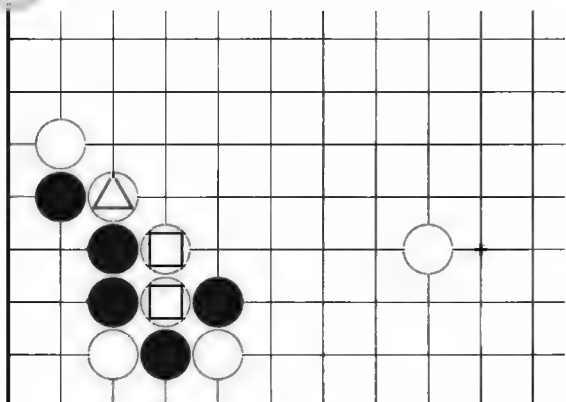
9



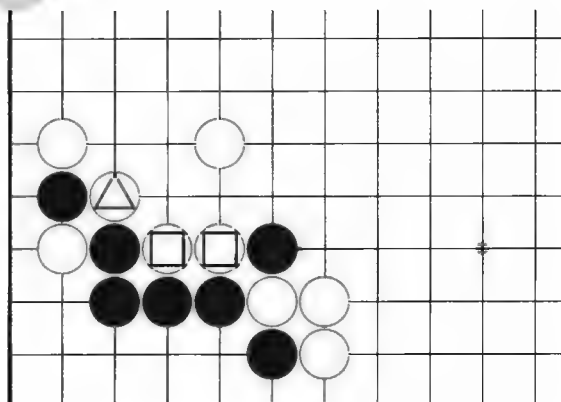
10



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12





# 12

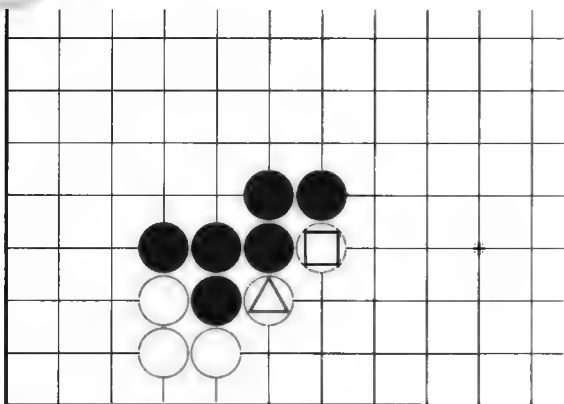
## Double Atari



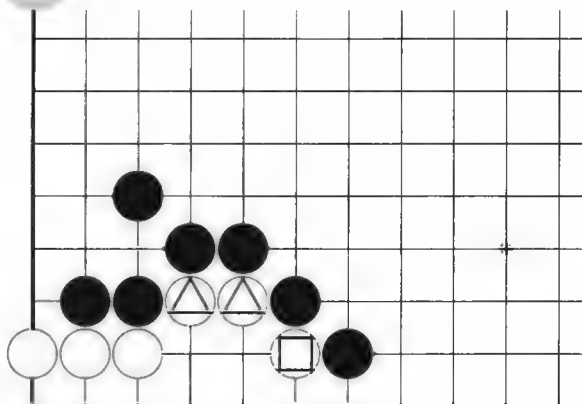
Thinking  
Power

Capture the  or the  stones.

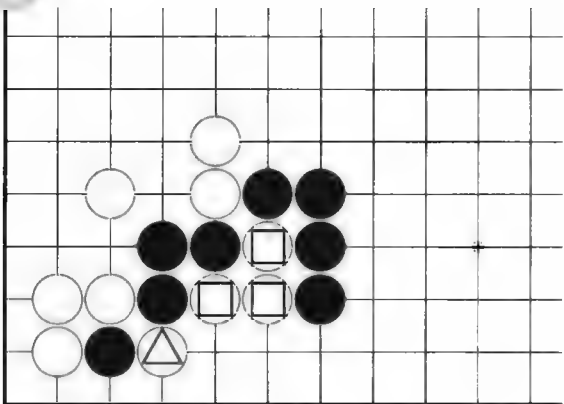
13



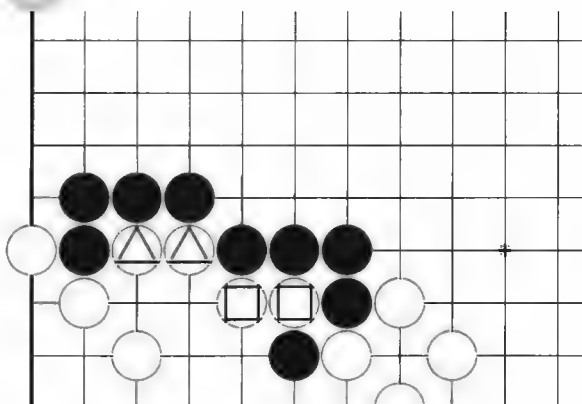
14



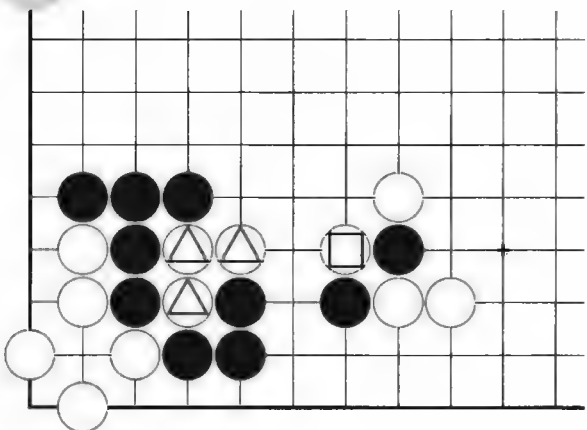
15



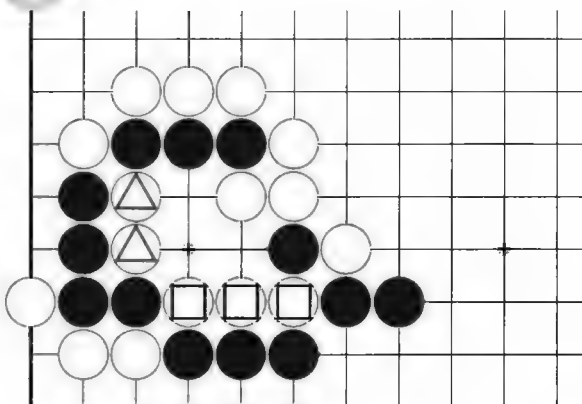
16



17



18



# 12

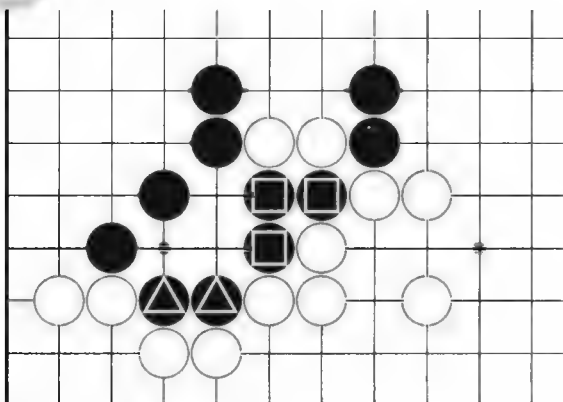
## Beware of Double Atari



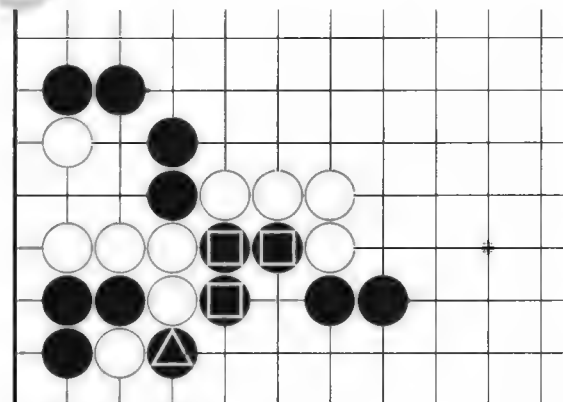
Thinking  
power

Save the  and the  stones.

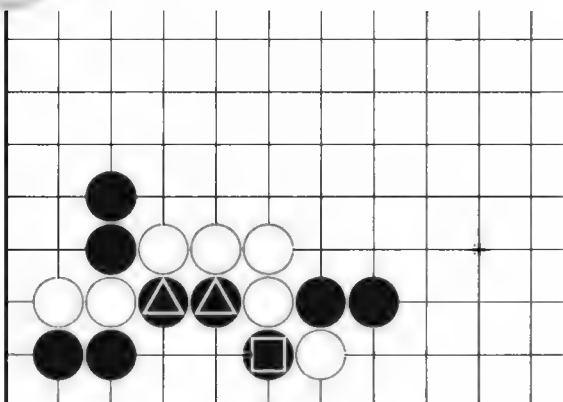
1



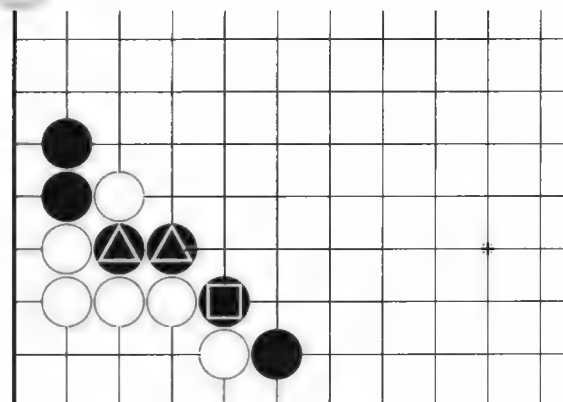
2



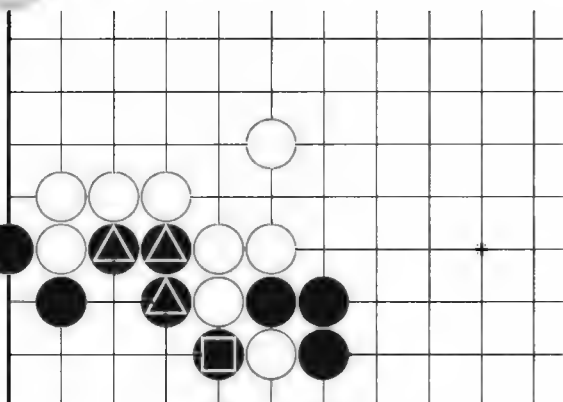
3



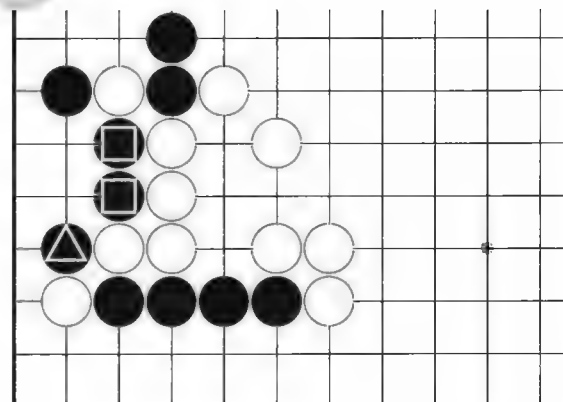
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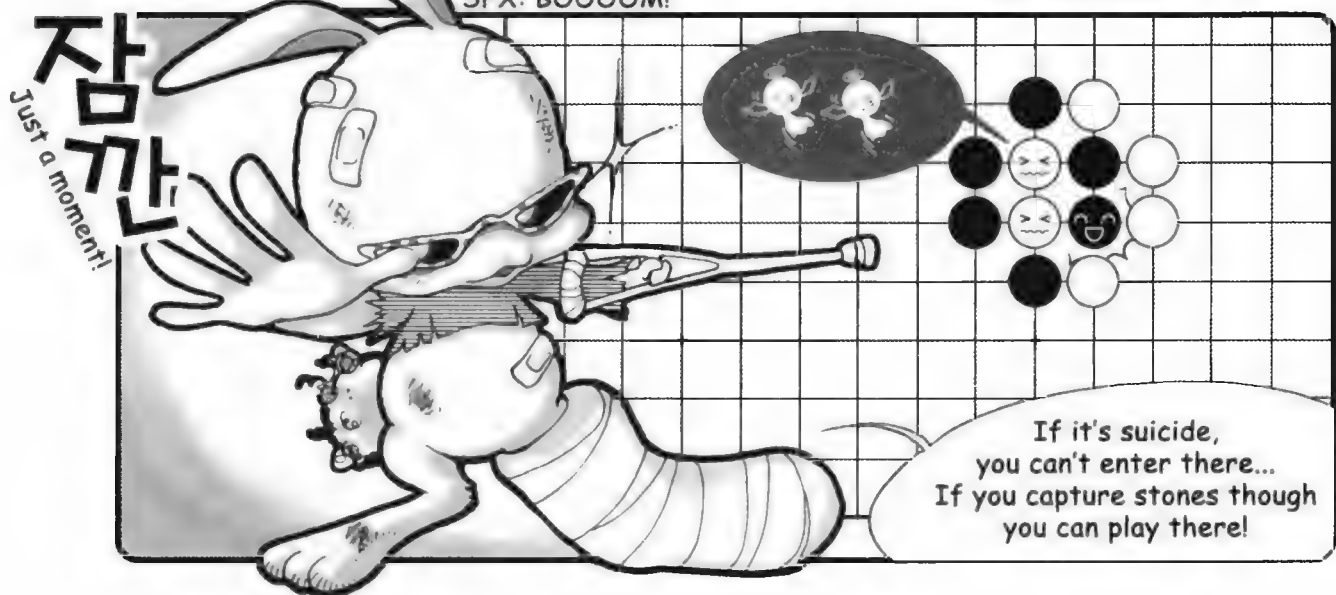
5



6



# Suicide (an illegal move in Baduk)



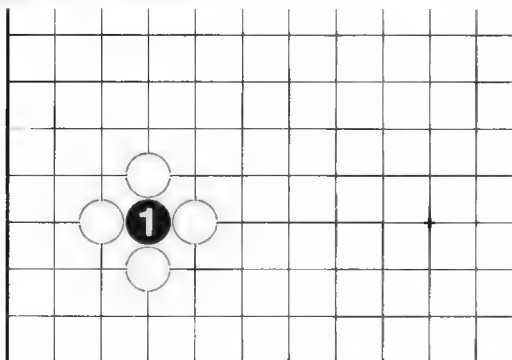


# 13

## Suicide



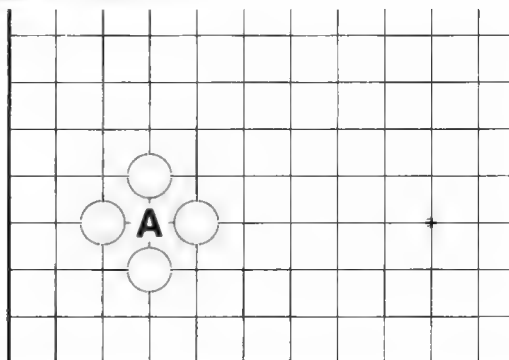
Situation



If Black plays here, the stone is captured at once!



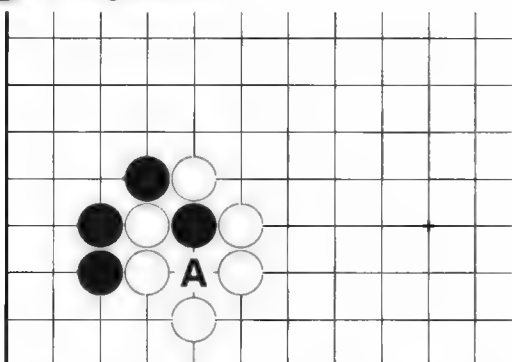
Diagram 1



That's why Black can't play at A, it is called "suicide" and is not allowed.



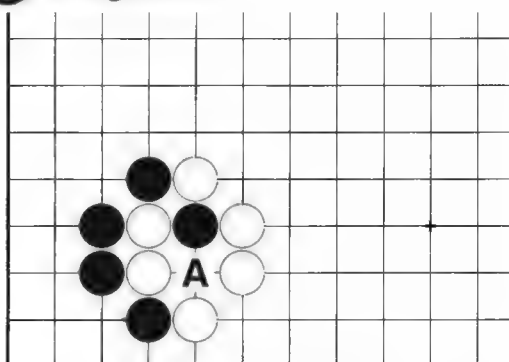
Diagram 2



Can Black play at A here? No, Black can't play here either. Again, it's suicide.



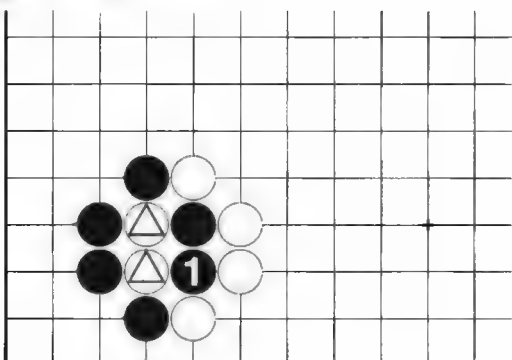
Diagram 3




So, how about a black move at A here?



Diagram 4



Black can capture the  stones and gain more liberties. That means he is allowed to play here.

### [Quiz]

Topia: Aah... This is so difficult!

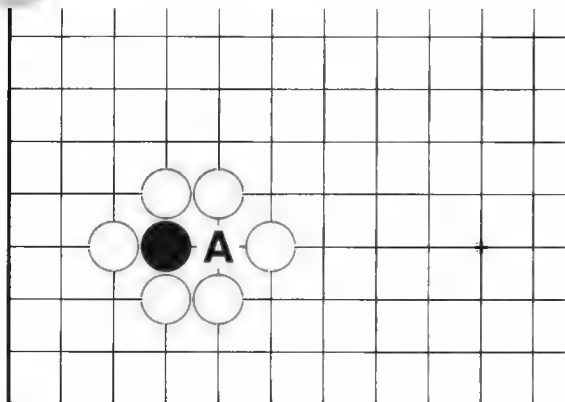
Grandpa: Think simply. "Suicide is not allowed" means... ( )

1. only when capturing stones can you play where your stones don't have liberties.
2. it is absolutely not allowed to play where there are no liberties.

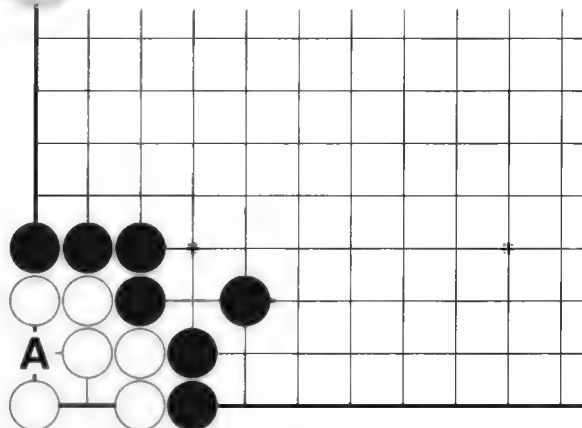


Is Black allowed to play at A?

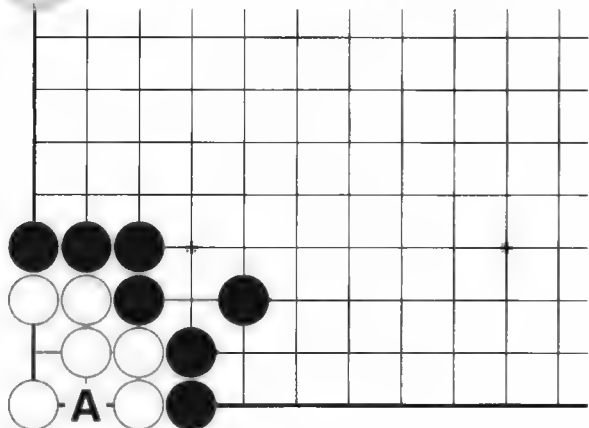
1 Can ( ) Can't ( )



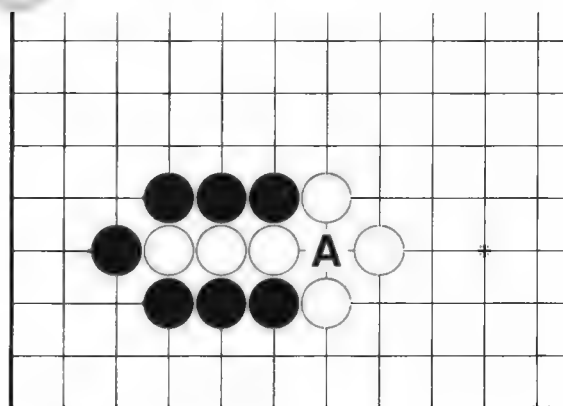
2 Can ( ) Can't ( )



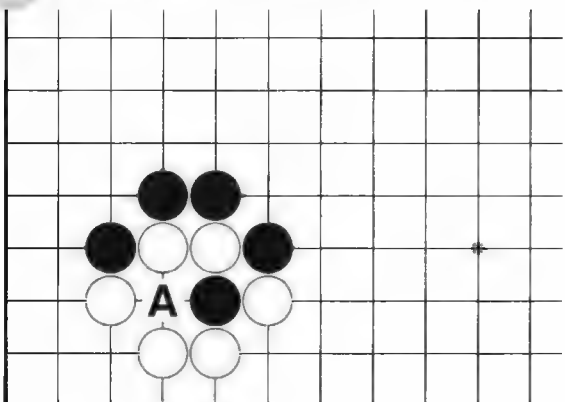
3 Can ( ) Can't ( )



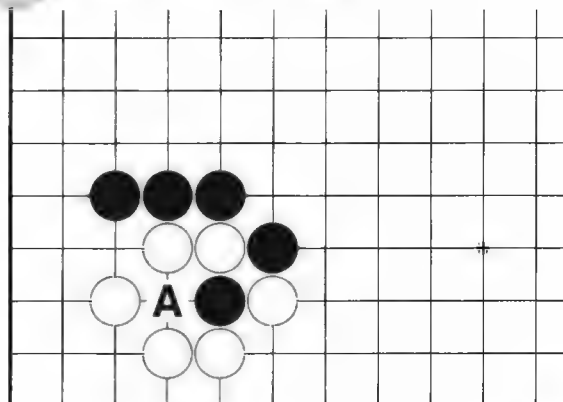
4 Can ( ) Can't ( )



5 Can ( ) Can't ( )



6 Can ( ) Can't ( )



# 13

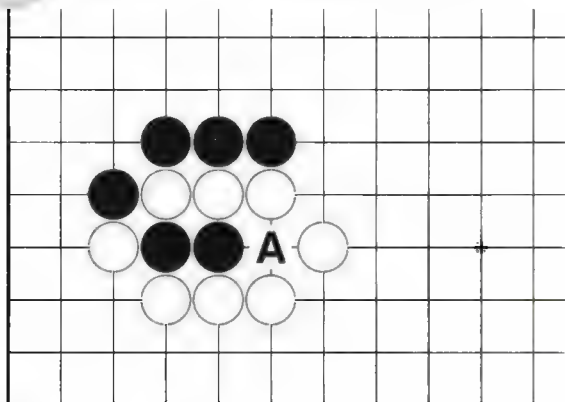
## Suicide



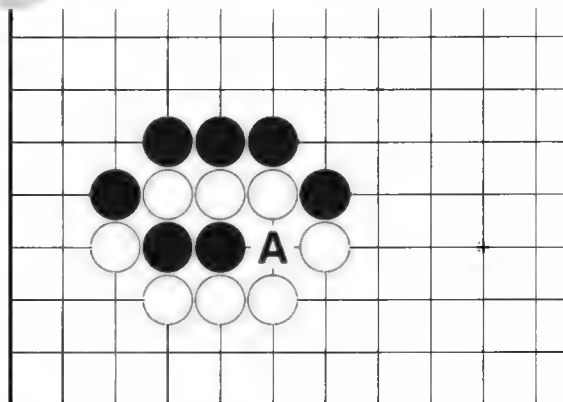
Judgment

Is Black allowed to play at A?

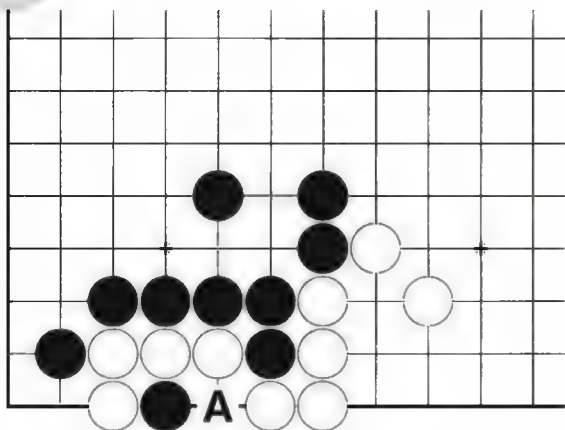
7 Can ( ) Can't ( )



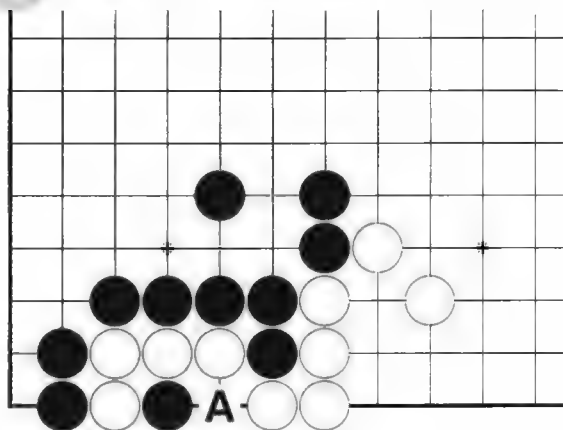
8 Can ( ) Can't ( )



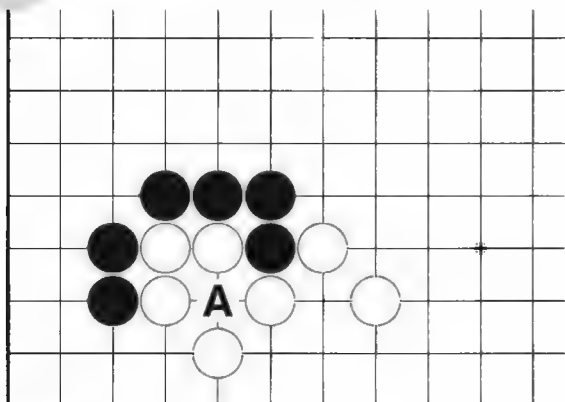
9 Can ( ) Can't ( )



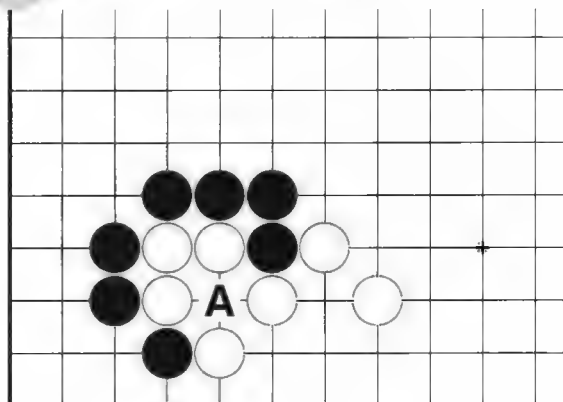
10 Can ( ) Can't ( )



11 Can ( ) Can't ( )



12 Can ( ) Can't ( )



# 13

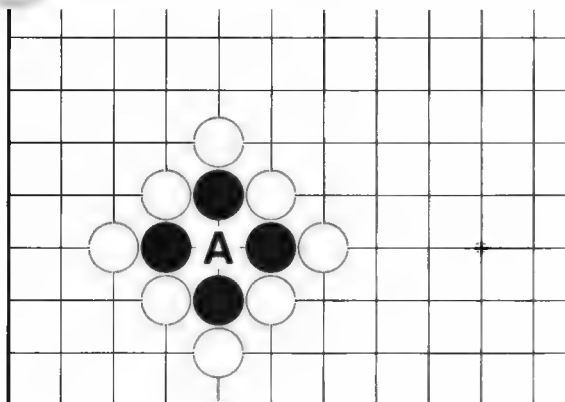
## Suicide



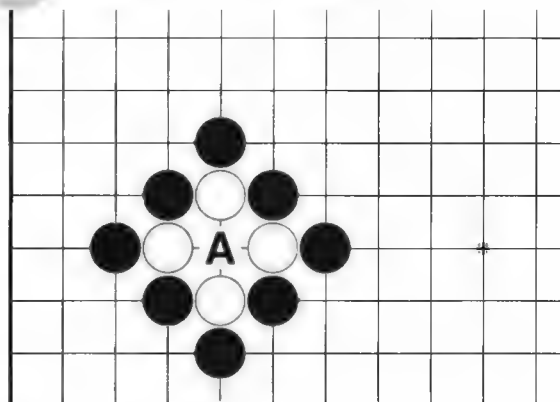
Judgment

Is Black allowed to play at A?

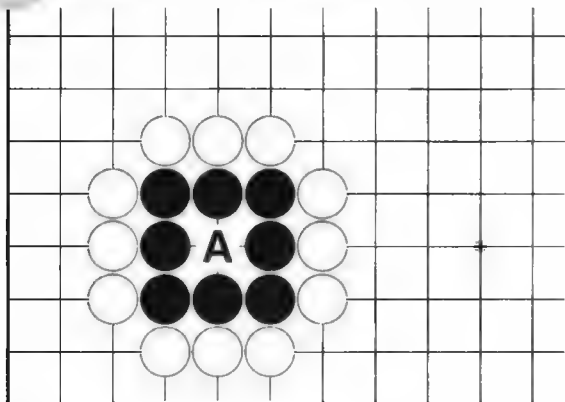
13 Can ( ) Can't ( )



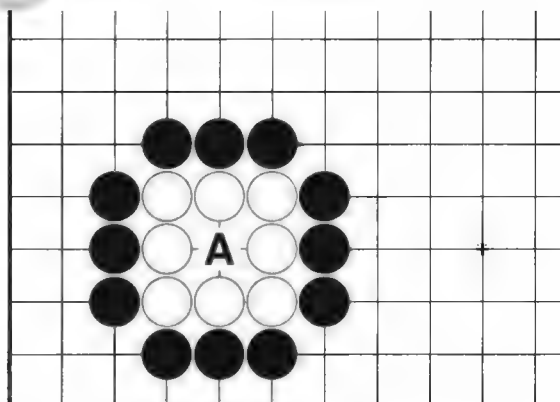
14 Can ( ) Can't ( )



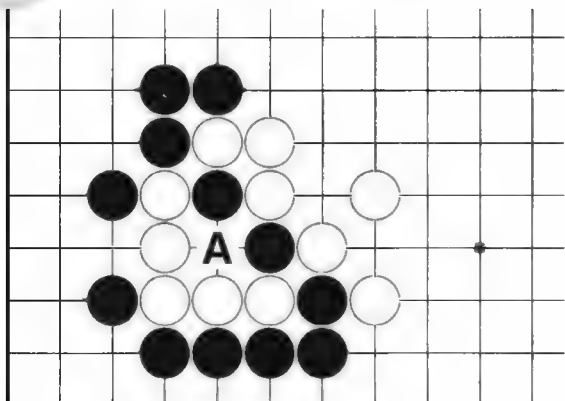
15 Can ( ) Can't ( )



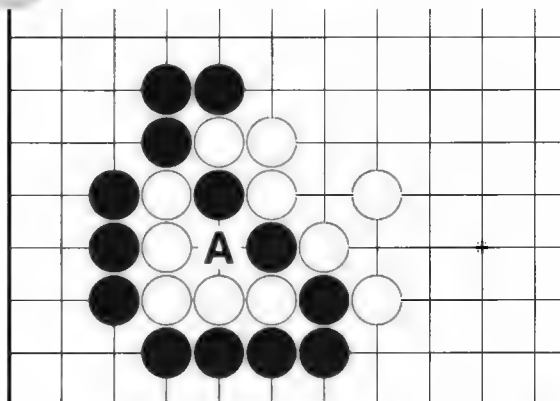
16 Can ( ) Can't ( )



17 Can ( ) Can't ( )



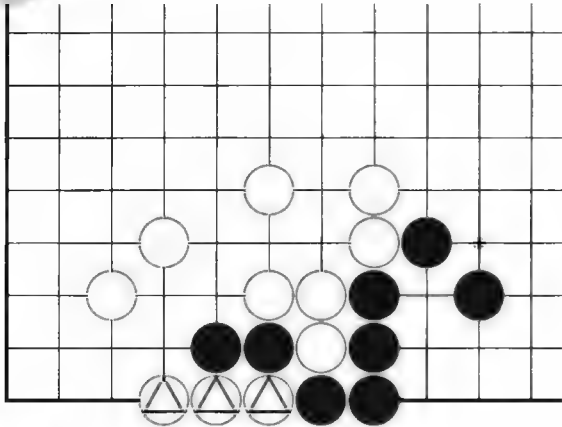
18 Can ( ) Can't ( )



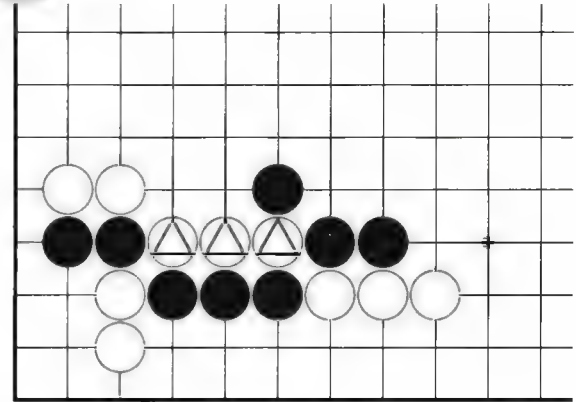


Capture the  stones.

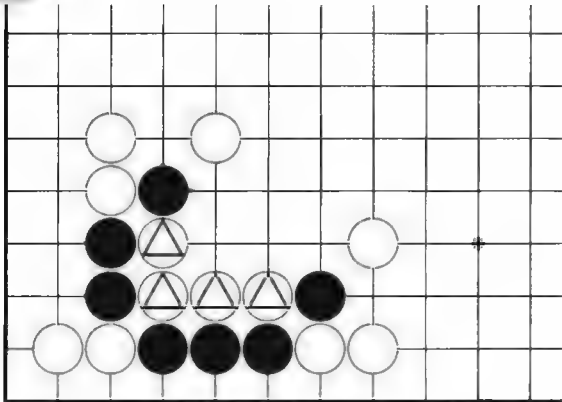
1



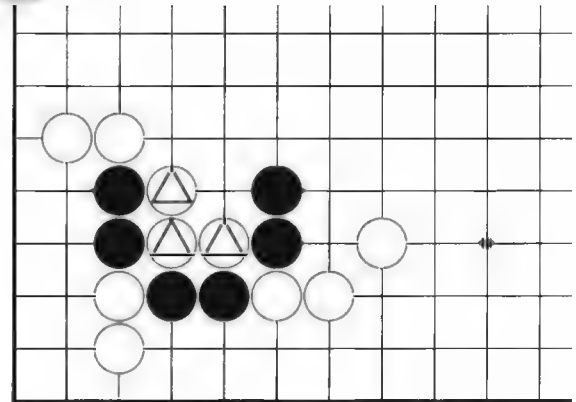
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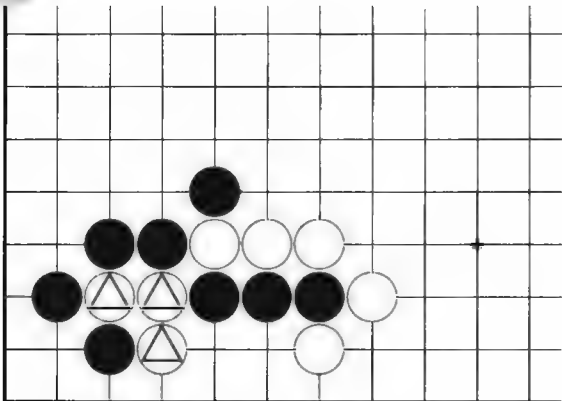
3



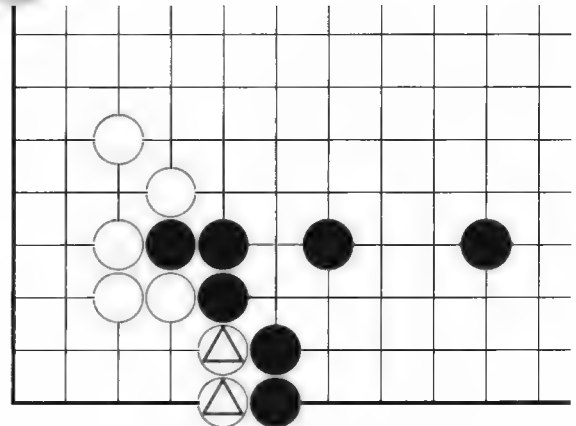
4



5



6






# 13

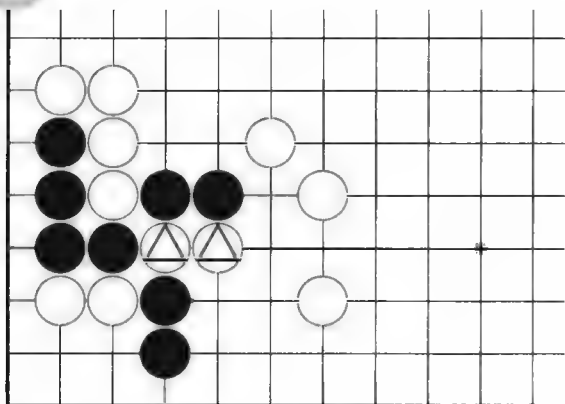
## Atari (Review)



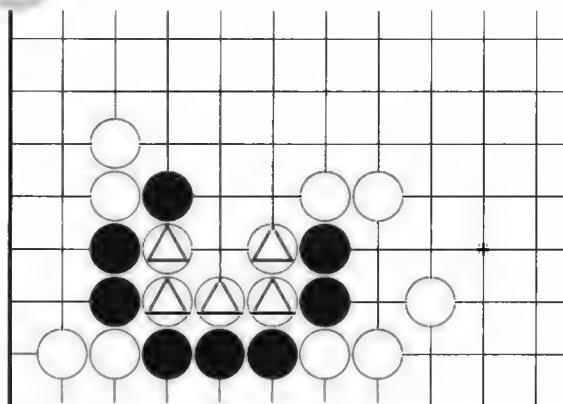
Judgment

Capture the  stones.

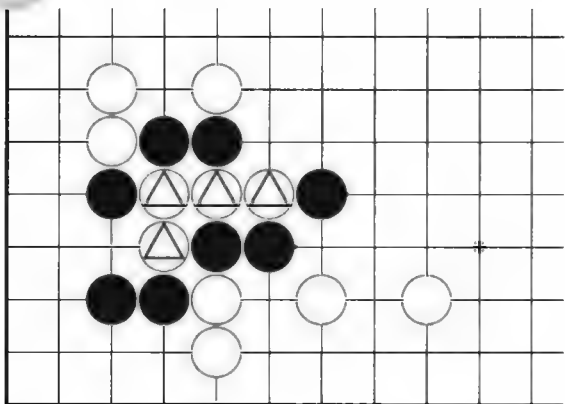
7



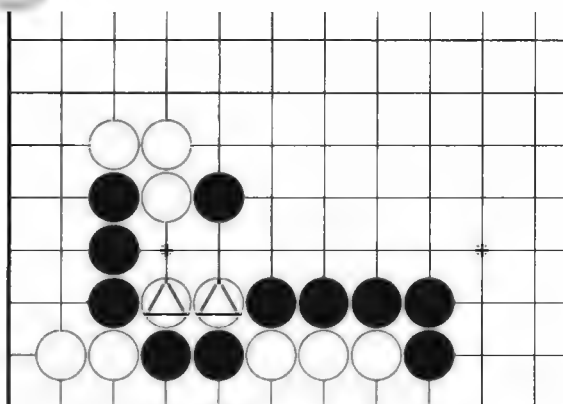
8



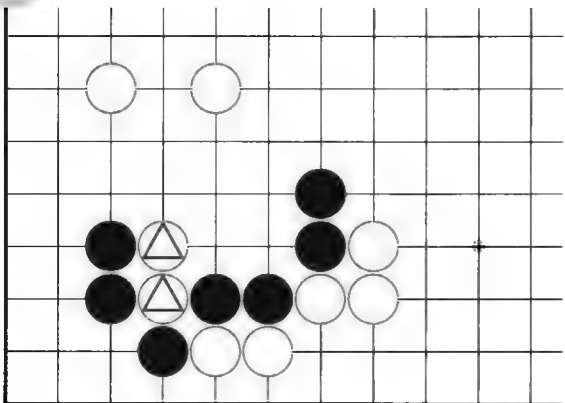
9



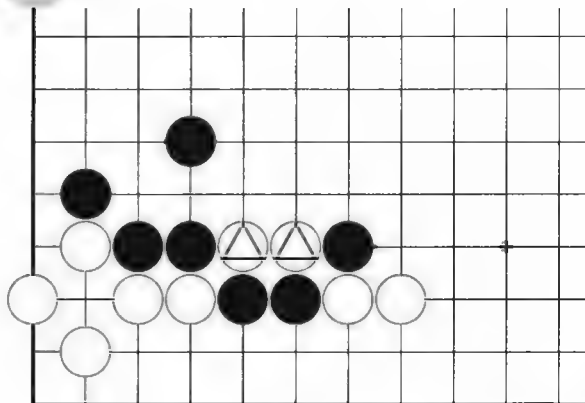
10



11



12

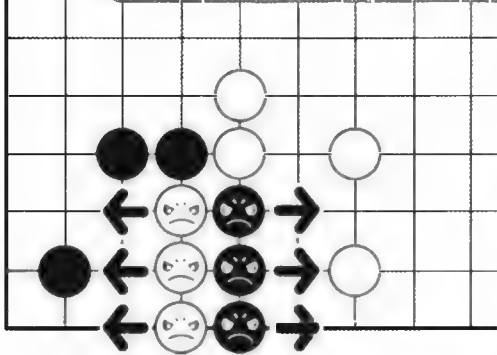


# Capturing Race (手相戰)

## 手相戰

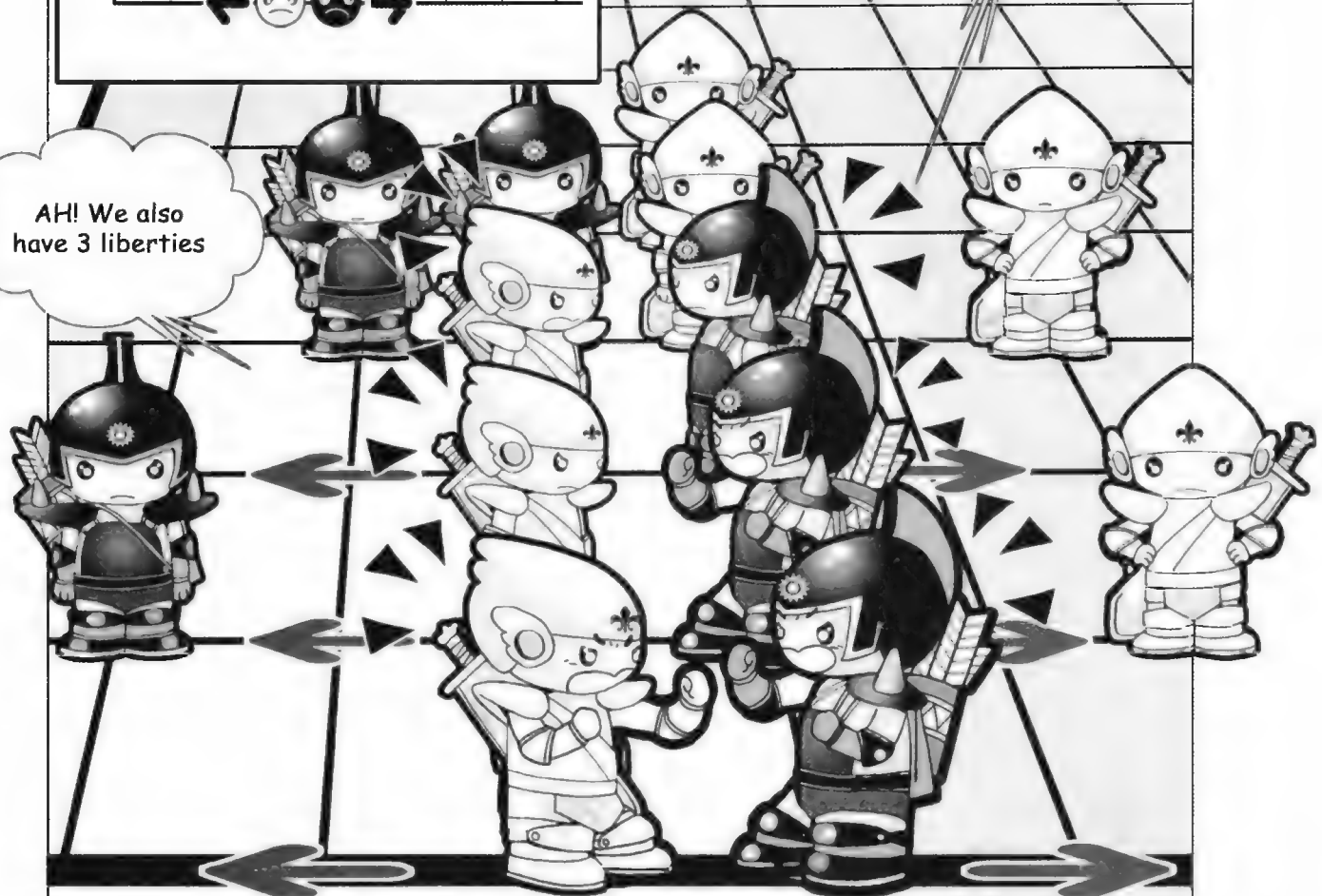
Fight for liberties  
between Black and White

Hand (Liberty)	Both	Fight
-------------------	------	-------



Hu Hu! We have 3  
liberties

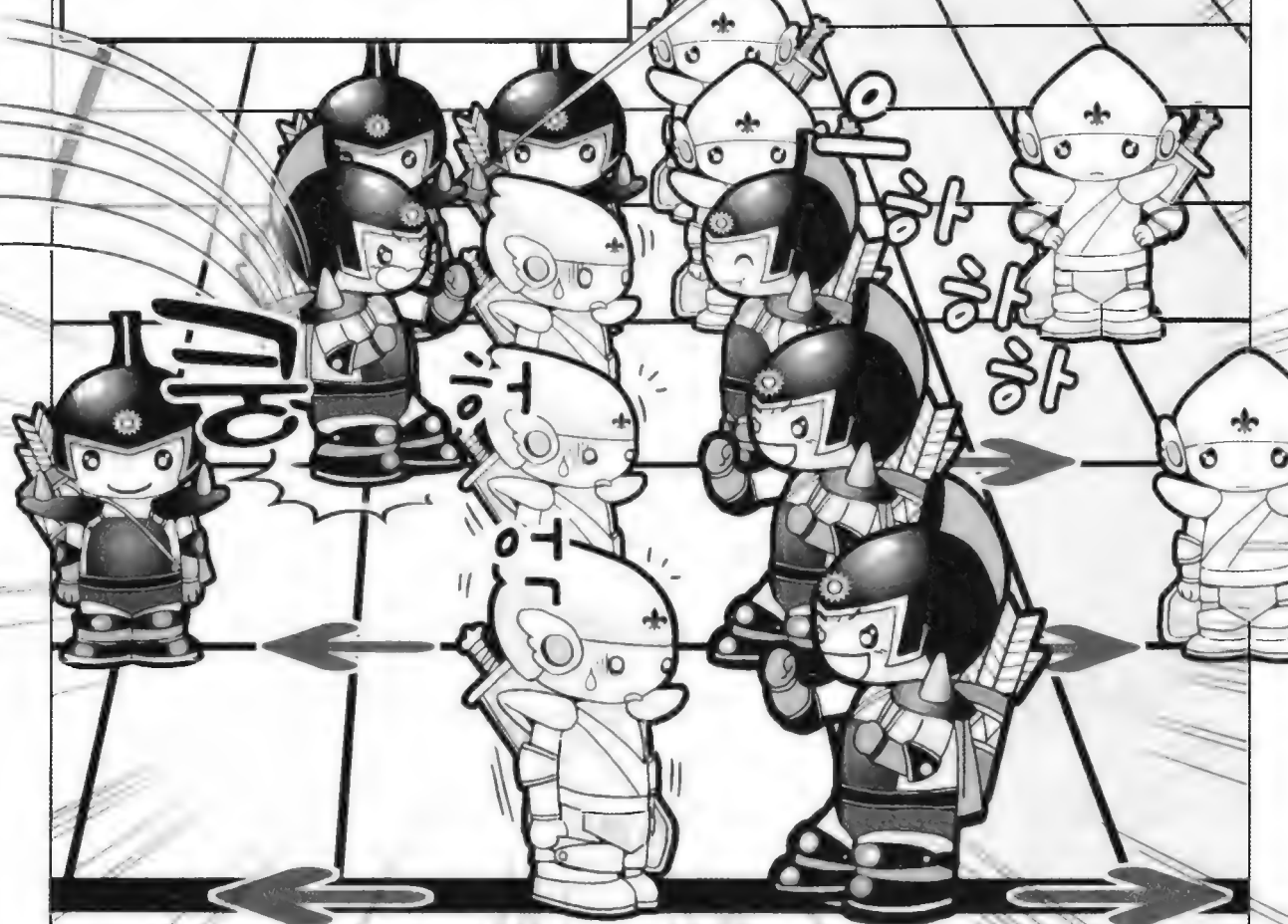
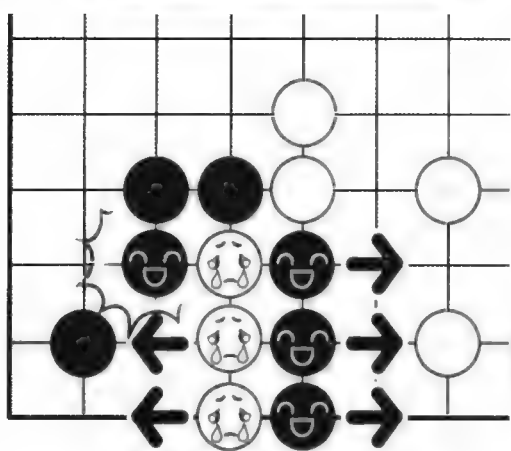
AH! We also  
have 3 liberties



In a capturing race you should reduce your opponent's liberties first.



Hahaha! Now we have more liberties since we played first!



SFX: DONG!

SFX: ah! AH!

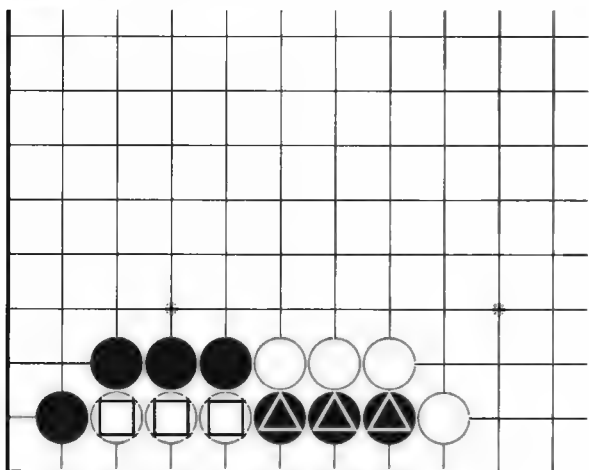
SFX: Muwahaha!

# 14

## Reducing Liberties



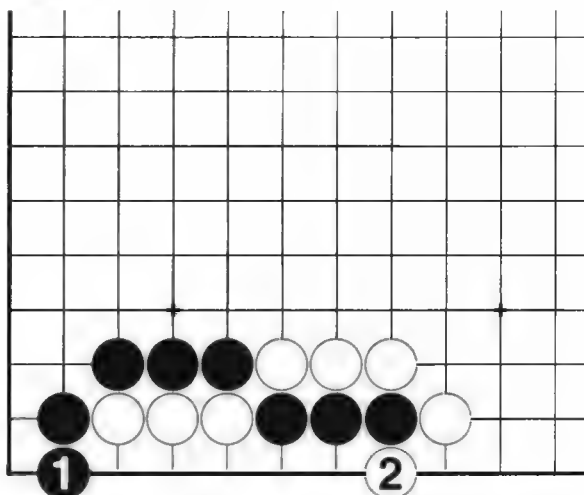
Situation



The black and white marked stones have 3 liberties each. Can Black capture White?



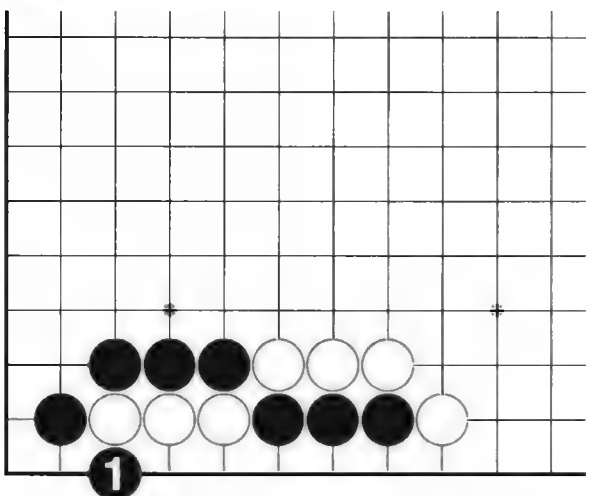
Failure



1 is not a good idea because Black doesn't reduce any liberties.



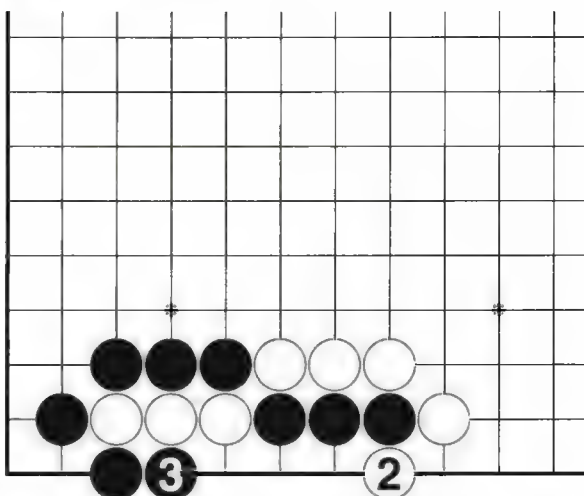
Success 1



Good! Black should reduce liberties.



Success 2




Black continues to reduce the liberties and can capture White.

# 14

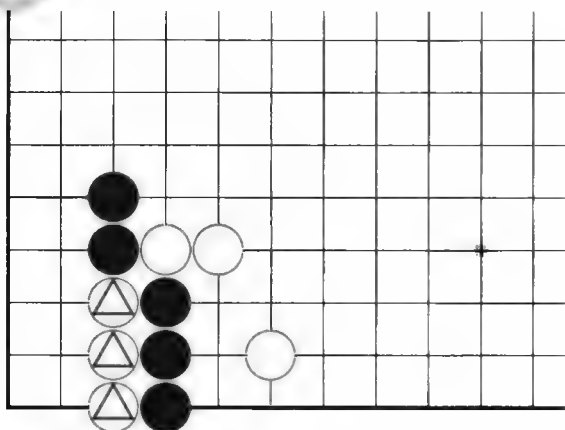
## Reducing Liberties



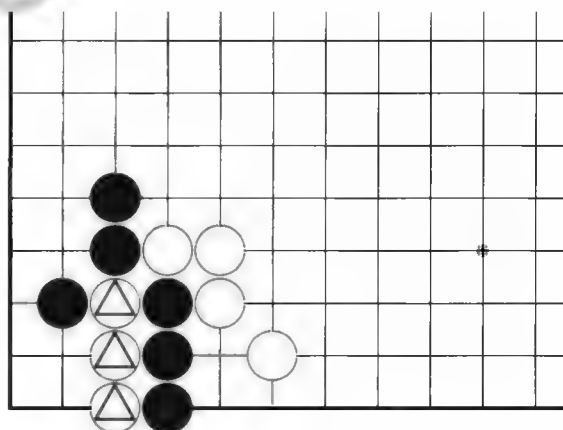
Math  
Ability

Capture the  stones.

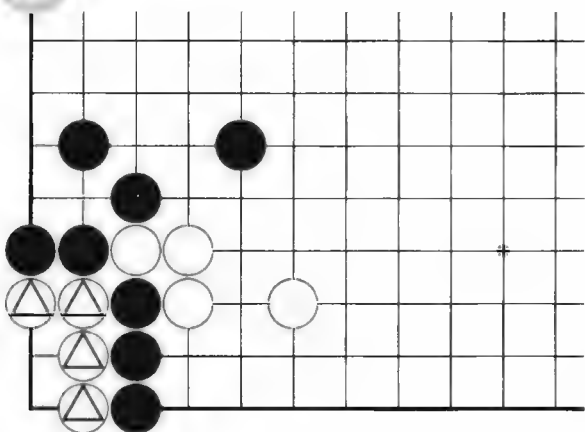
1



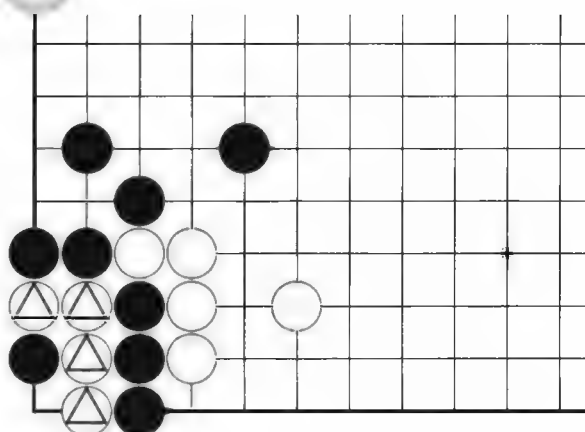
2



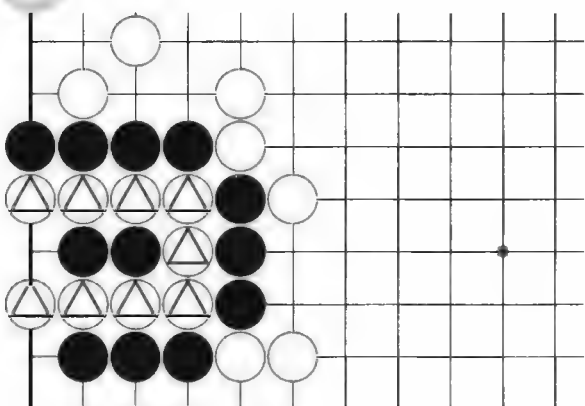
3



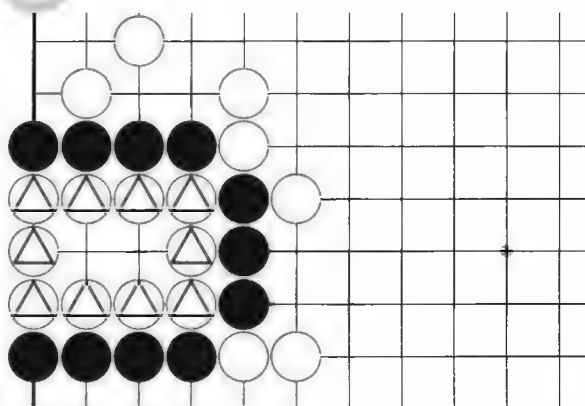
4



5



6






# 14

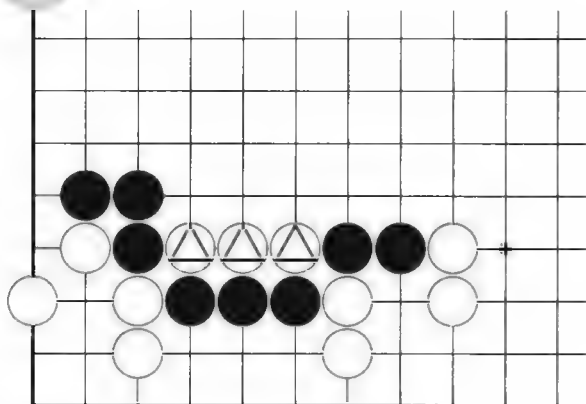
## Reducing Liberties



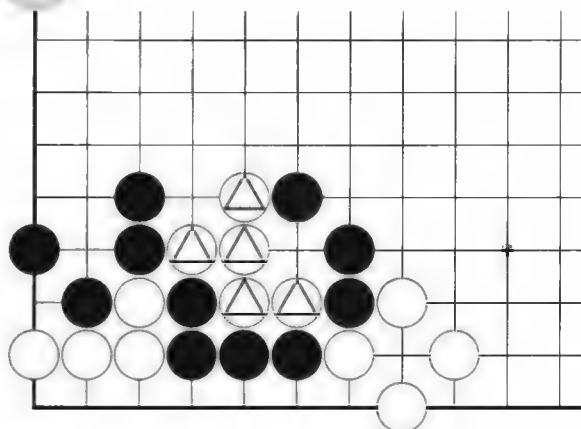
Math  
Ability

Capture the  stones.

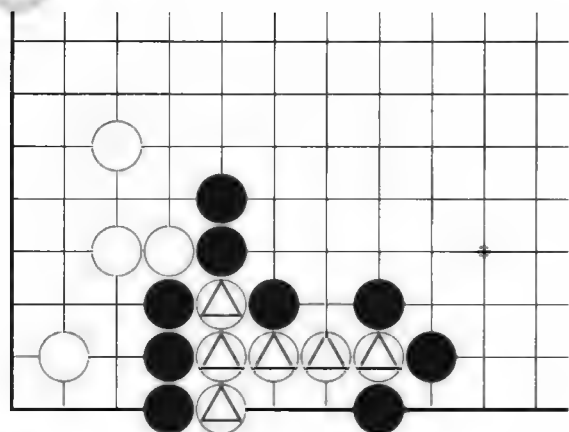
7



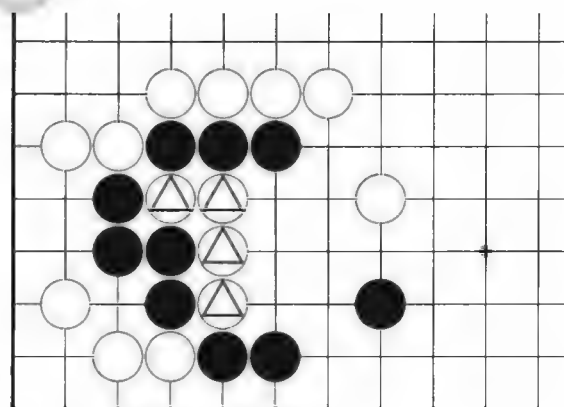
8



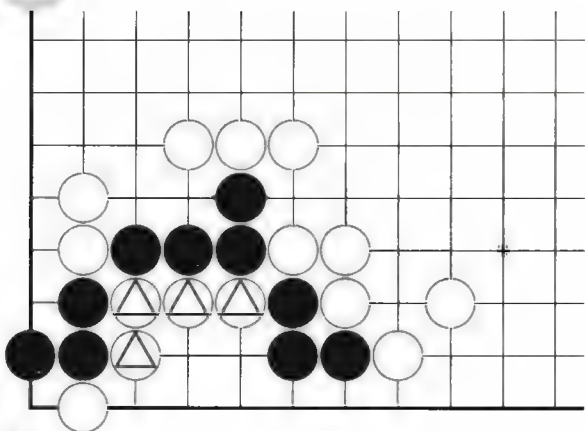
9



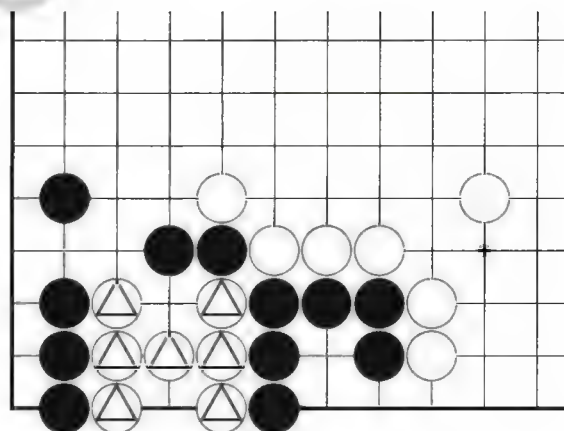
10



11



12




# 14

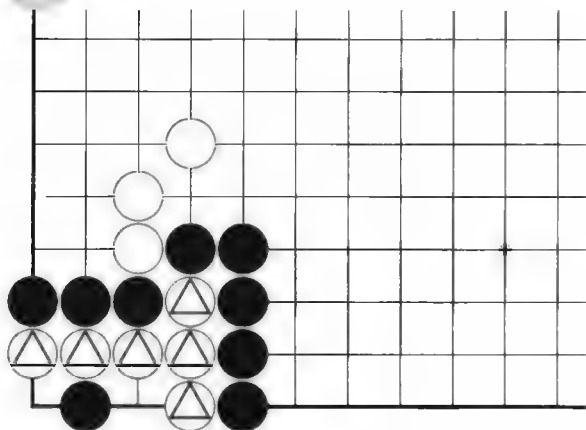
## Reducing Liberties



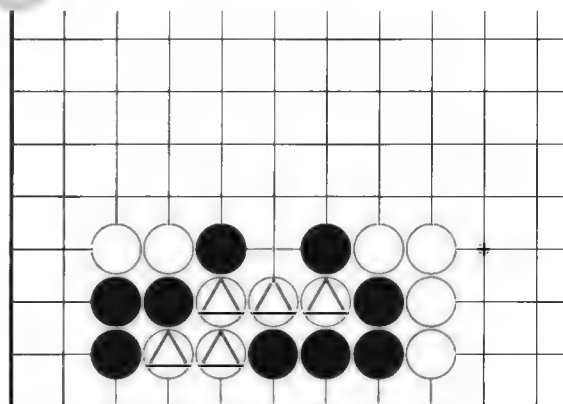
Math  
Ability

Capture the  stones.

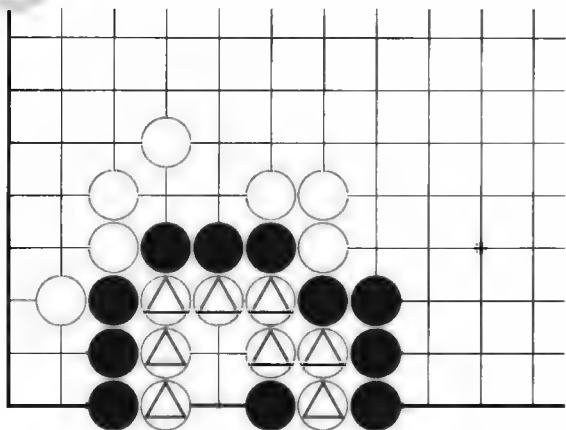
13



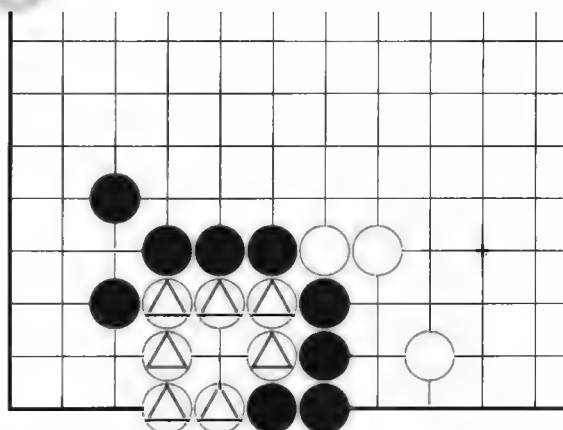
14



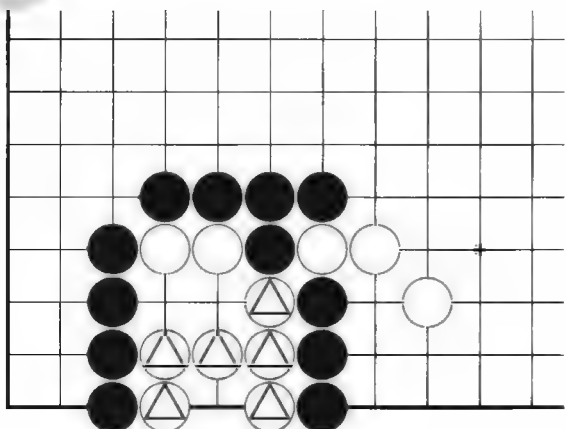
15



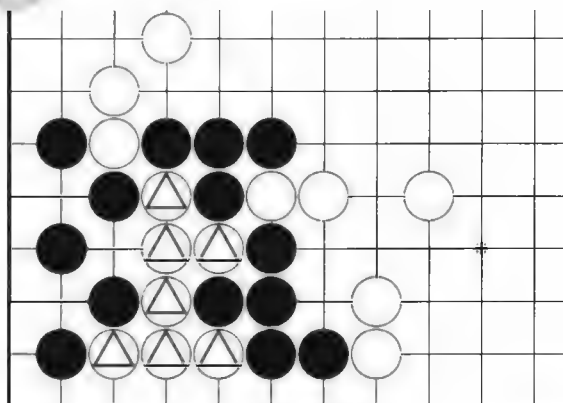
16



17



18

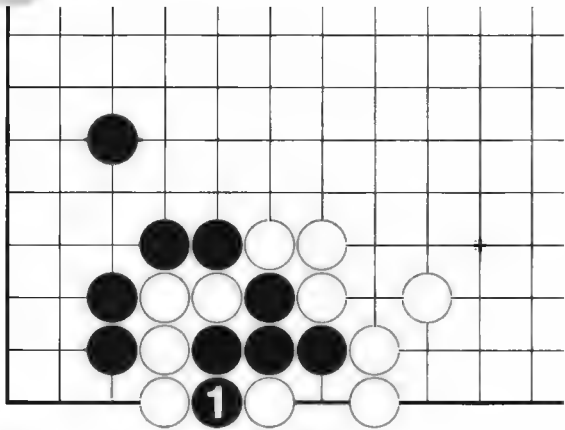


## Good Move or Bad Move

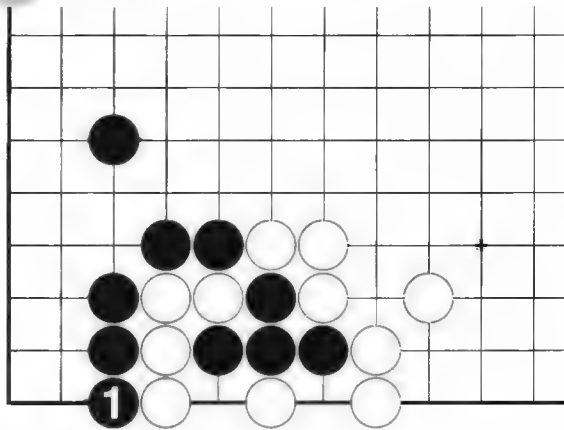


# Is ❶ good or bad?

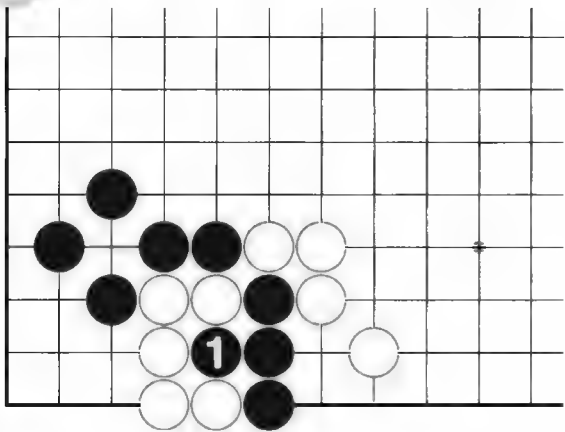
1) Good ( ) Bad ( )



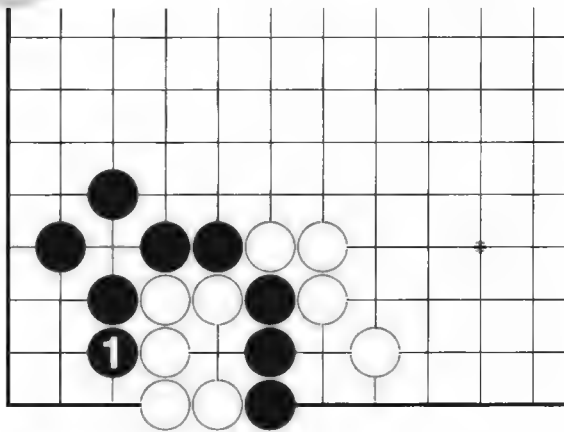
2) Good (      ) Bad (      )



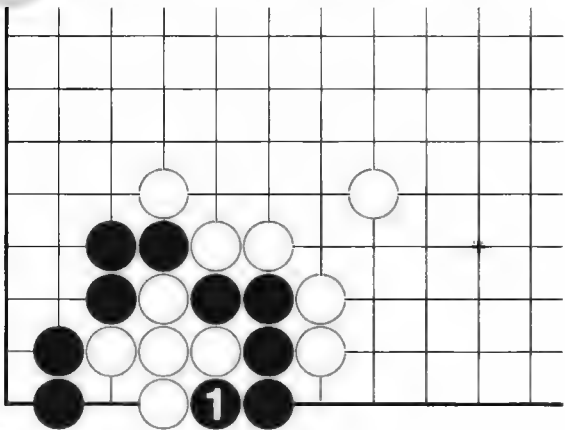
3 Good ( ) Bad ( )



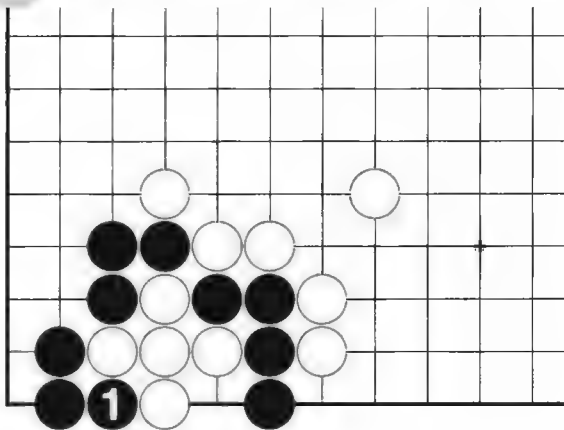
**4** Good (      ) Bad (      )



5 Good ( ) Bad ( )



6 Good ( ) Bad ( )



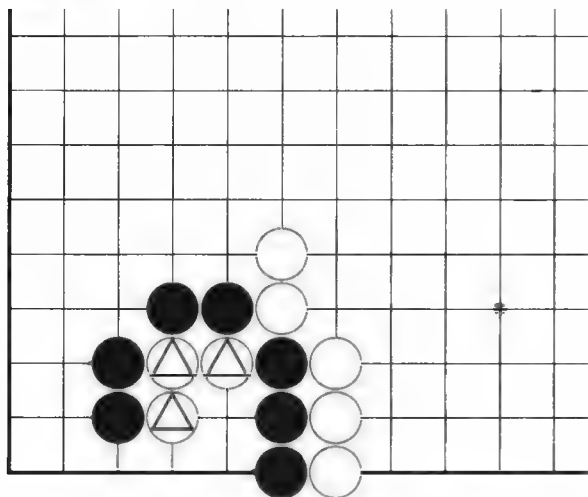



# 15

## Beware of Jachung



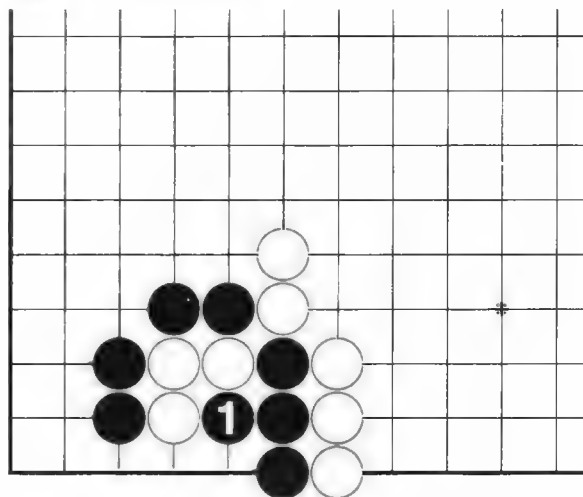
Situation



Black has 2 liberties. How can Black capture the  stones?



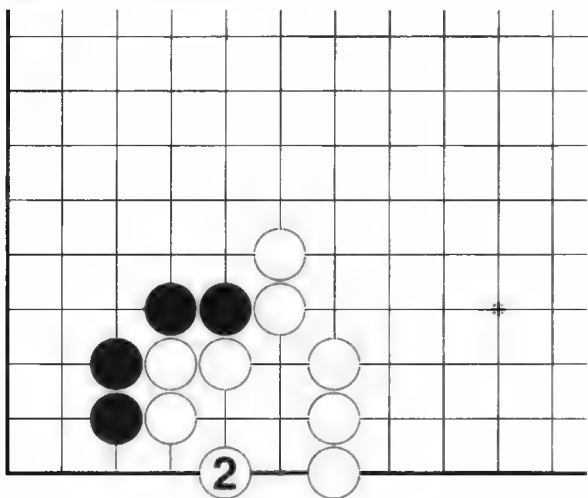
Failure 1



Oh, no! Don't play jachung. Black's liberties are reduced by one.



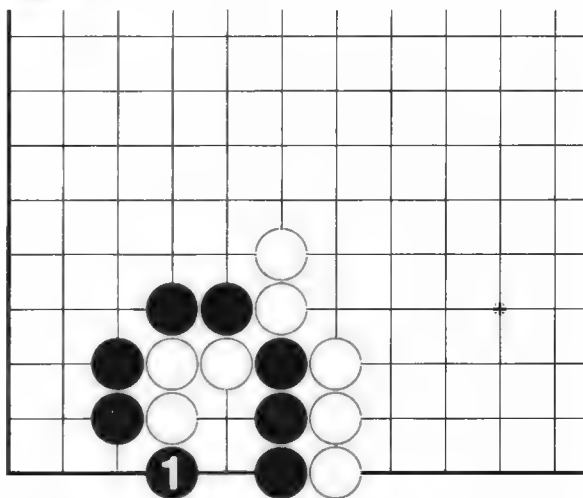
Failure 2



If Black plays jachung, so many black stones will be captured.



Success



Beware of jachung while reducing liberties! Jachung is a move that reduces one's own liberties.



15

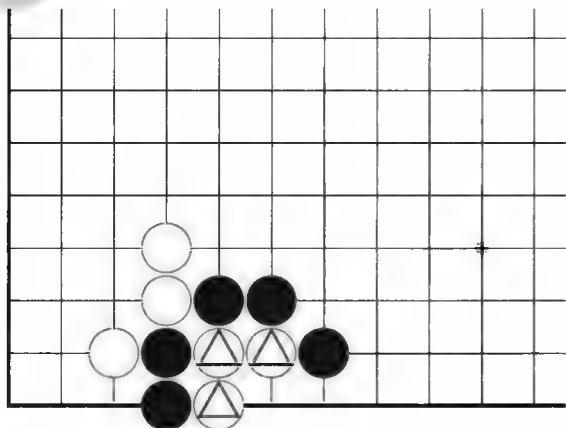
# Beware of Jachung



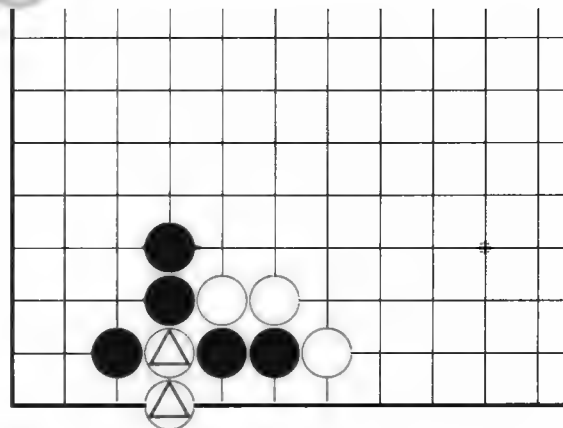
Math  
Ability

Capture the  stones but beware of taking your own liberty.

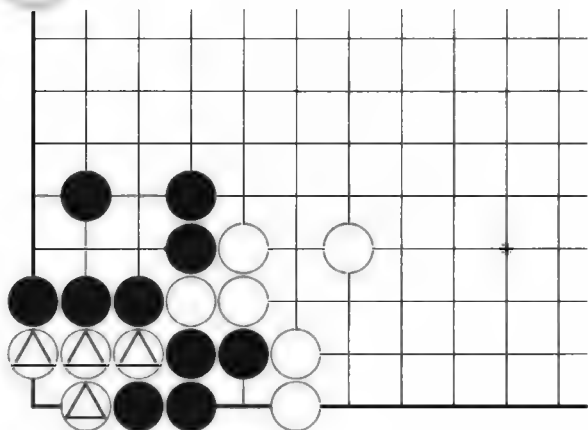
1



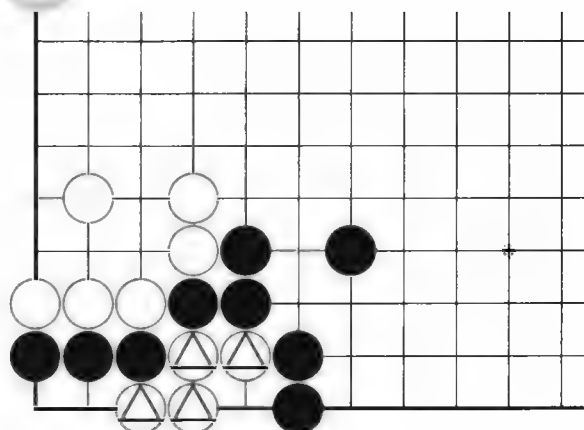
2



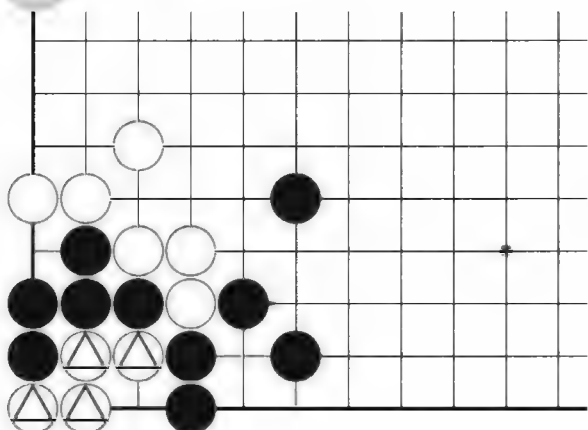
3



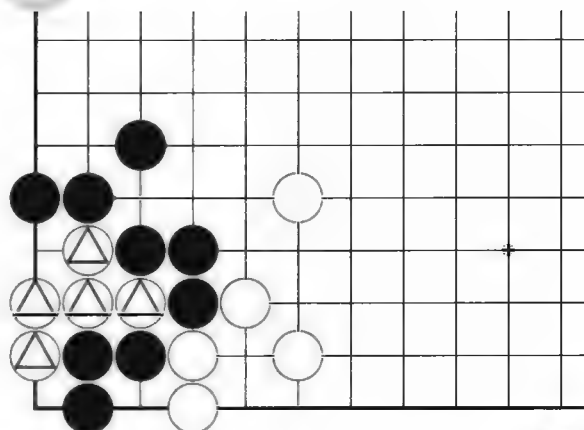
4



5



6



15

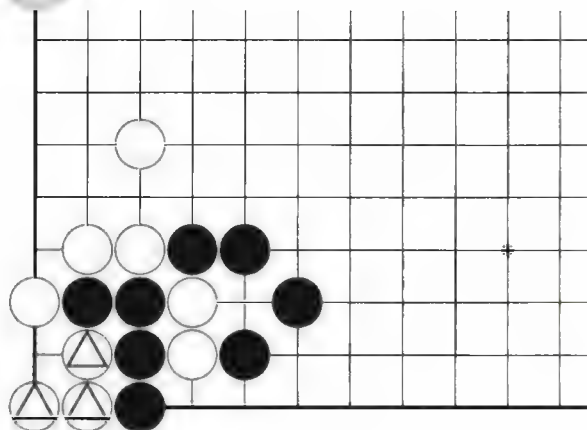
# Beware of Jachung



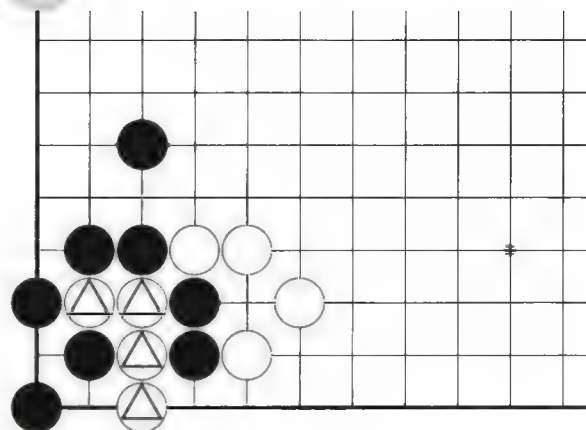
Math  
Ability

Capture the  $\triangle$  stones, but beware of taking your own liberty.

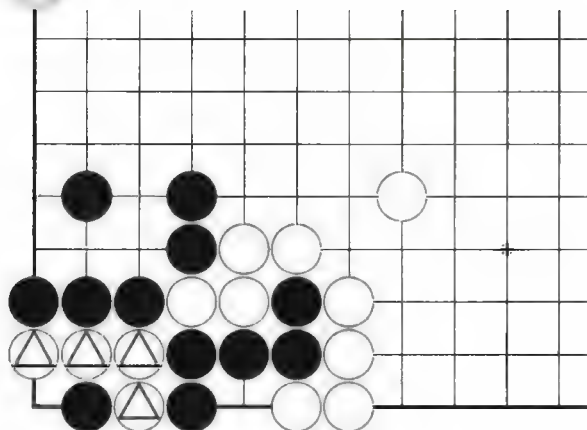
7



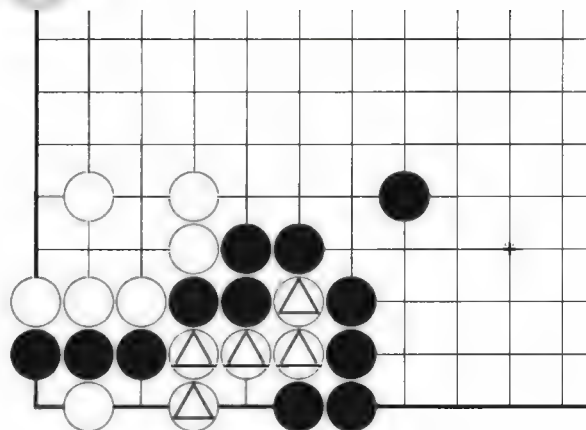
8



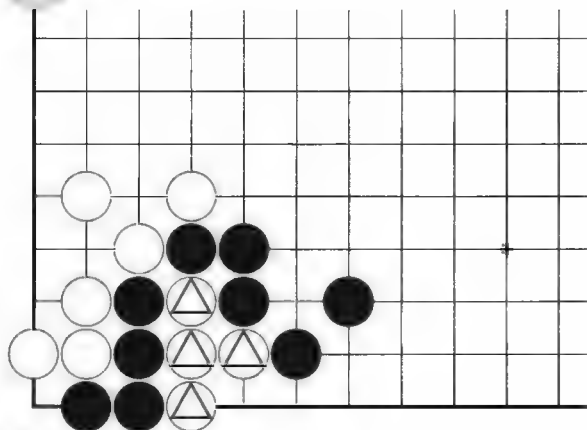
9



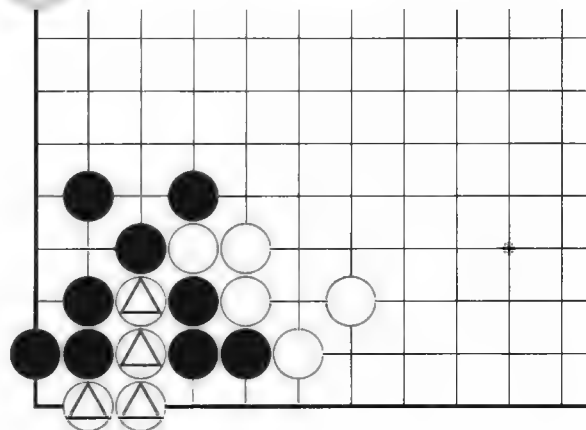
10



11



12



15

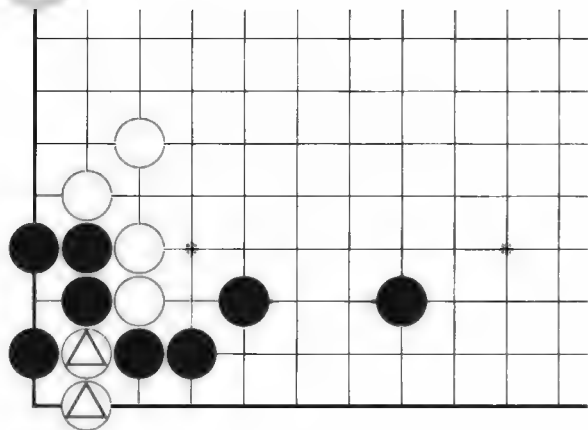
# Beware of Jachung



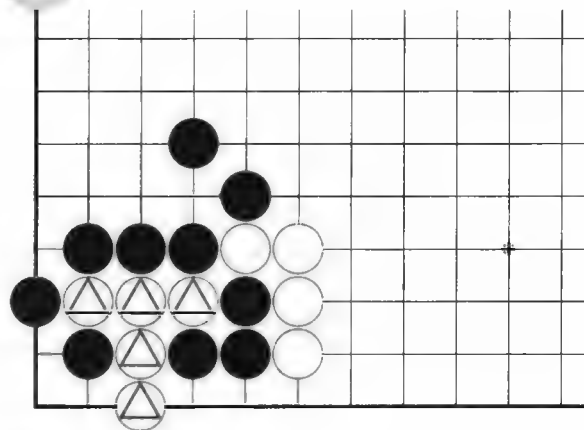
Math  
Ability

Capture some white stones.

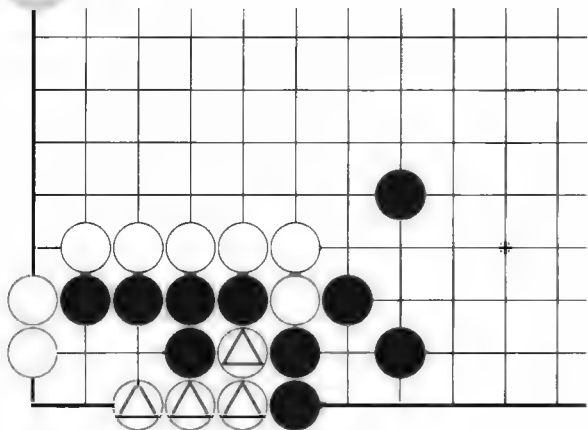
13



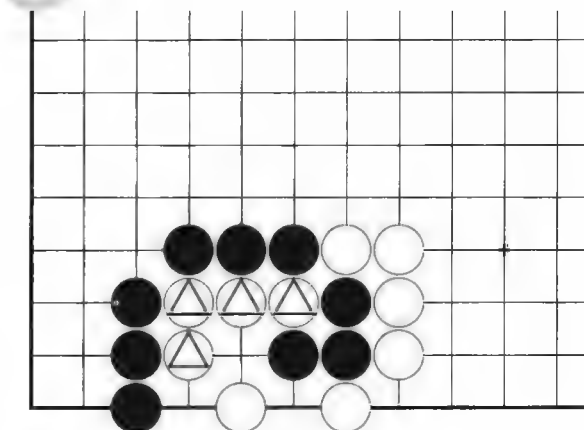
14



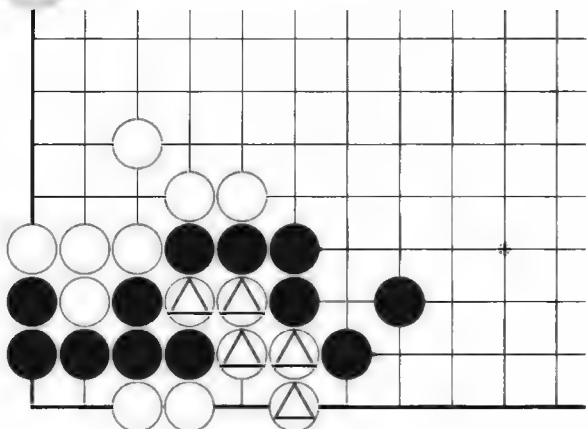
15



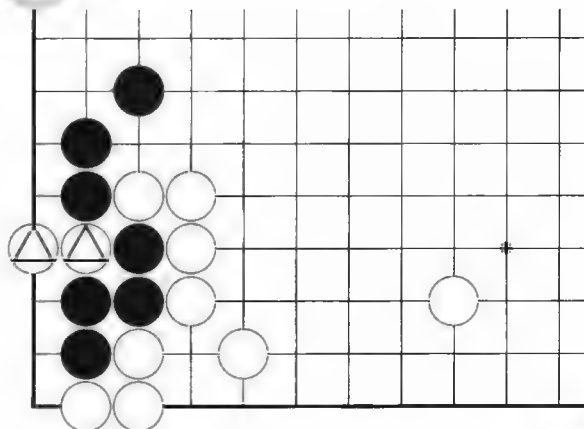
16



17



18



# 15

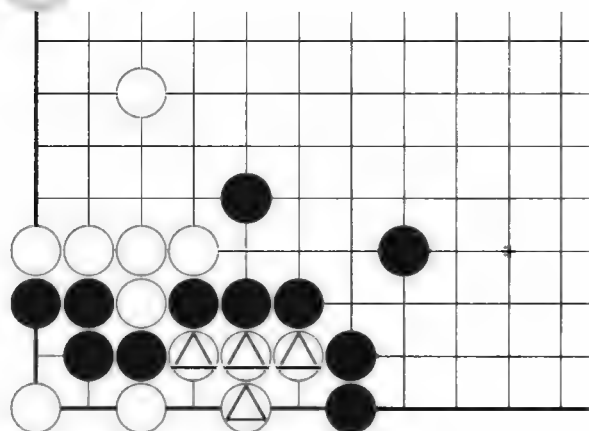
## Capturing Race (Review)



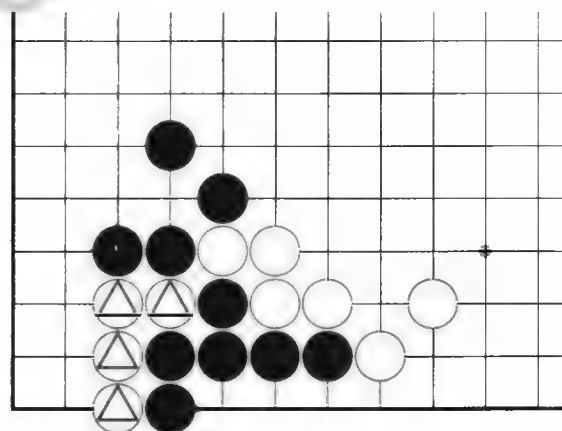
Math  
Ability

Capture the  $\triangle$  stones.

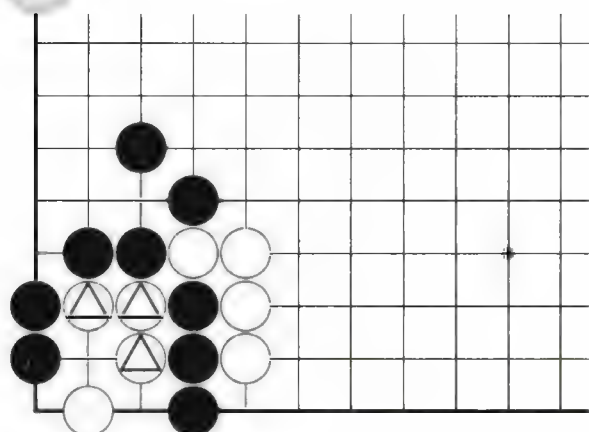
1



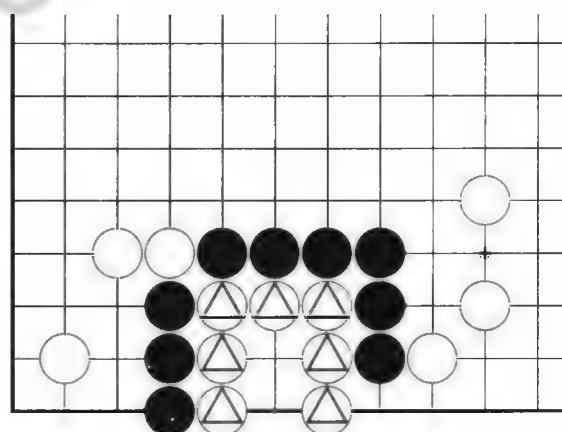
2



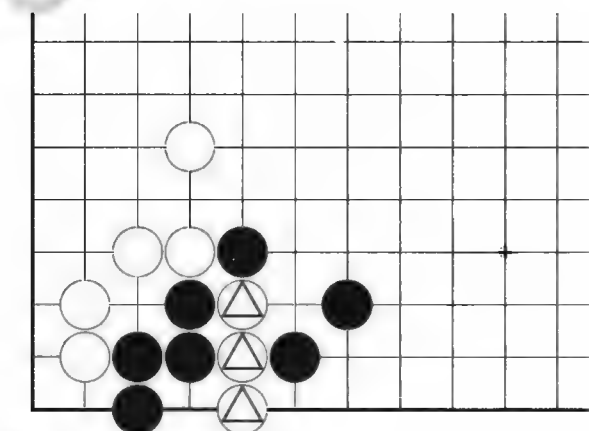
3



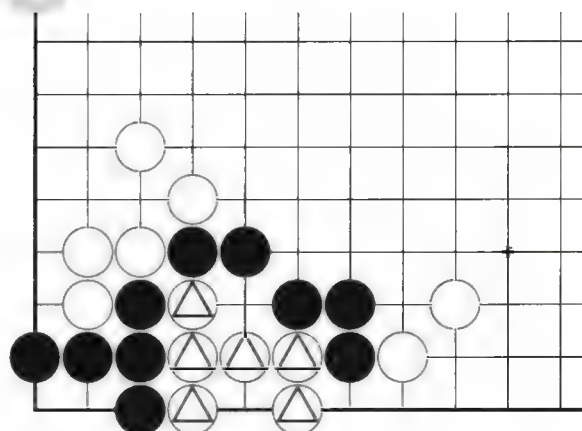
4



5



6



# 15

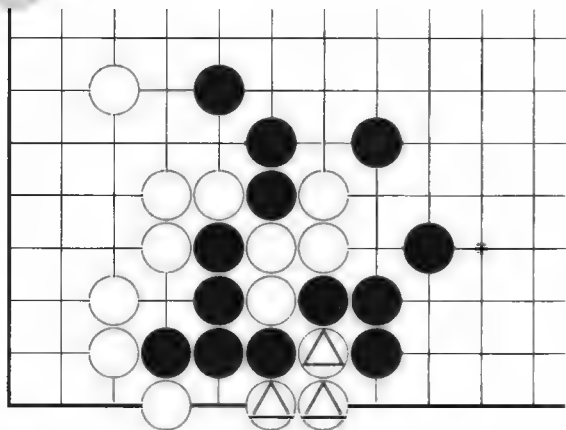
## Capturing Race (Review)



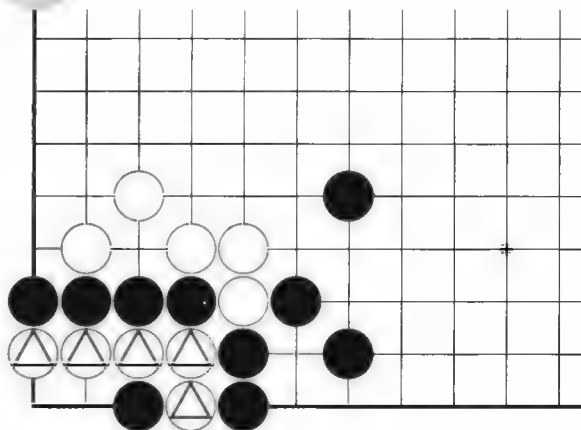
Math  
Ability

Capture the  $\triangle$  stones.

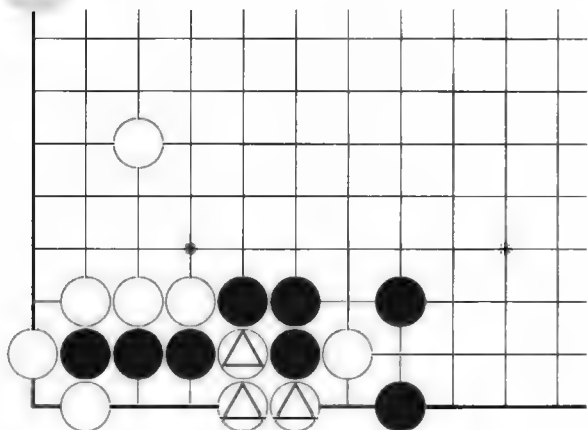
7



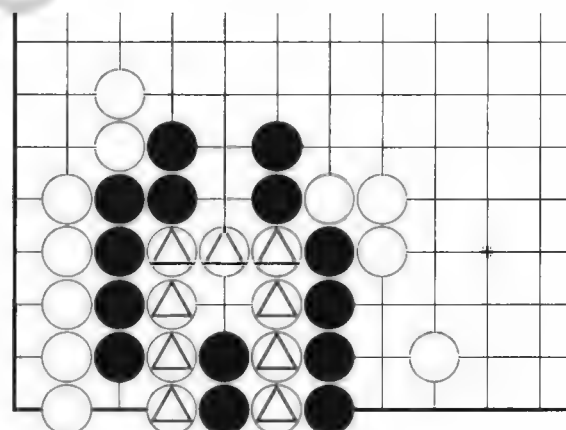
8



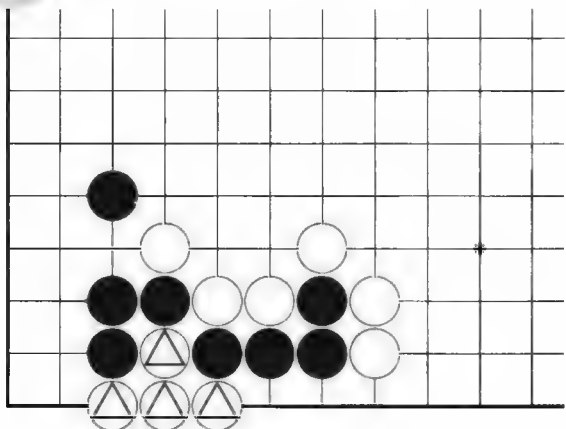
9



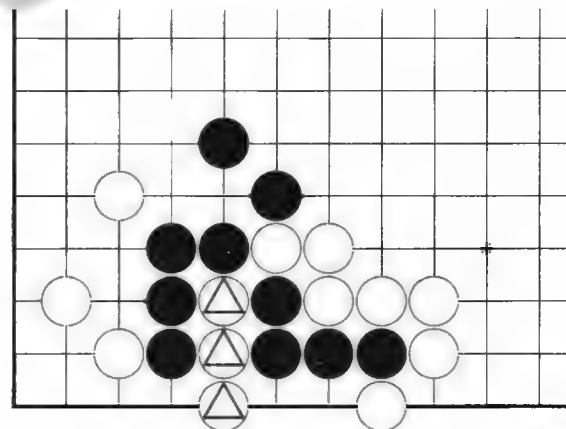
10



11



12



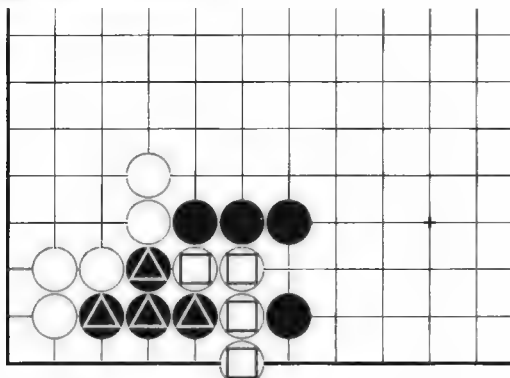


# 16

## Outside Liberties First



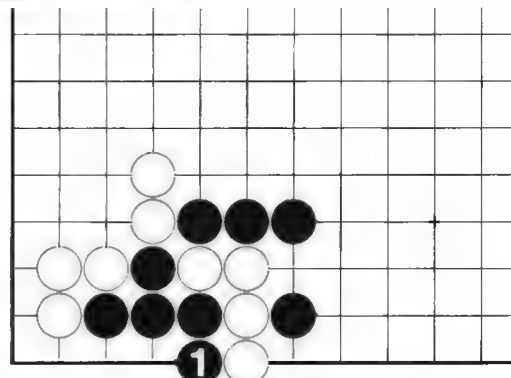
Situation



The black and white marked stones are in a capturing race.



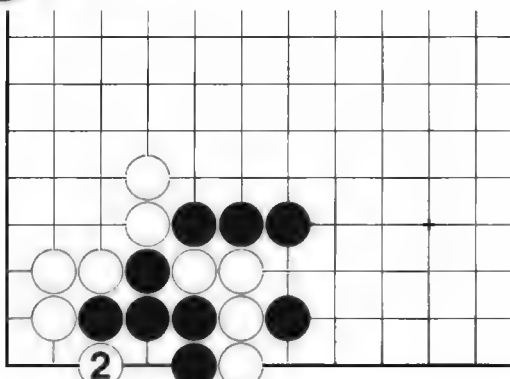
Failure 1



Don't reduce the inside liberties first.



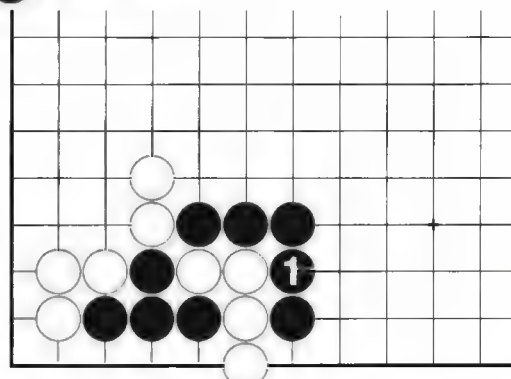
Failure 2



Because of jachung (reducing one's own liberties), Black is captured first.



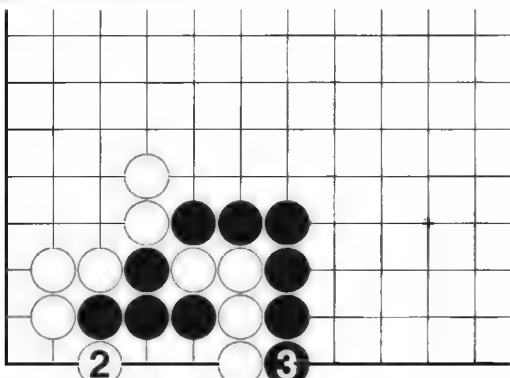
Success 1



That's why Black should reduce outside liberties first.



Success 2



Black continues reducing the outside liberties and captures White.

### [Quiz]

Grandpa: I have one last thing to say.

Children: Please teach us a lot.

Grandpa: During a capturing race...( )

1. reduce the outside liberties first.
2. reduce the inside liberties first.

Reduce the outside liberties first in order to avoid jachung (taking your own liberties).

# 16

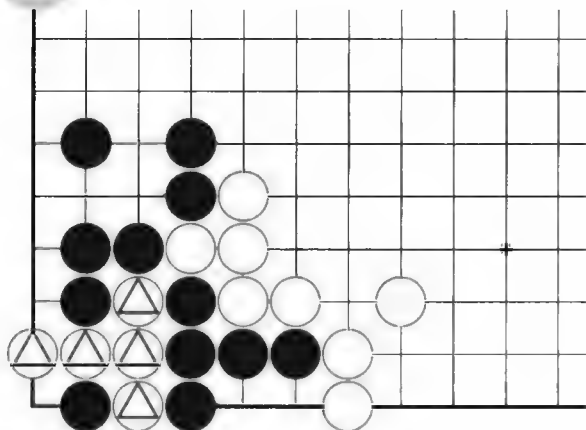
## Outside Liberties First



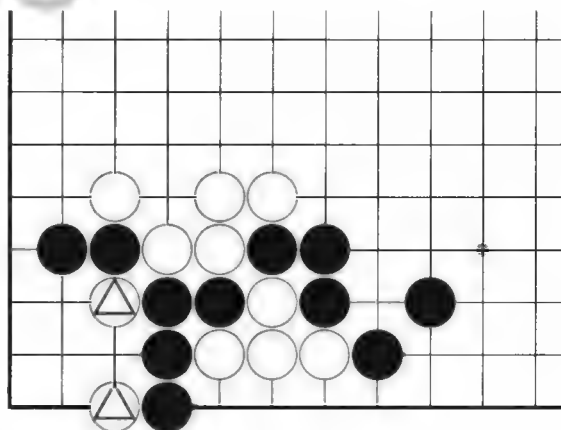
Math  
Ability

Capture the  stones.

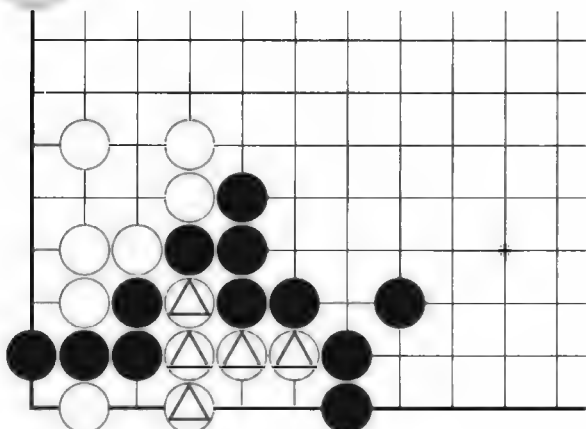
1



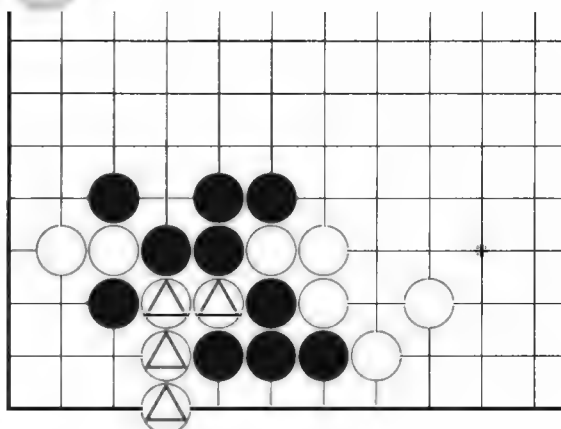
2



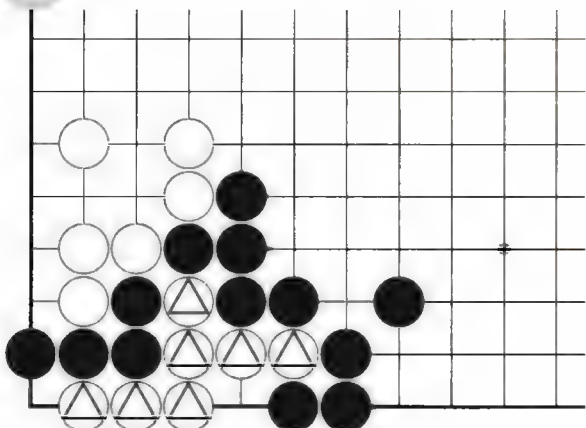
3



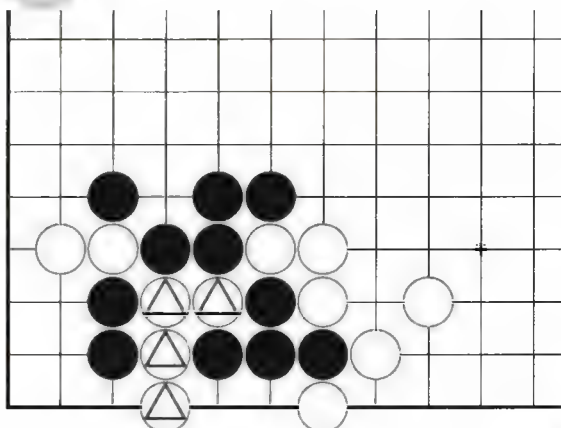
4



5



6



# 16

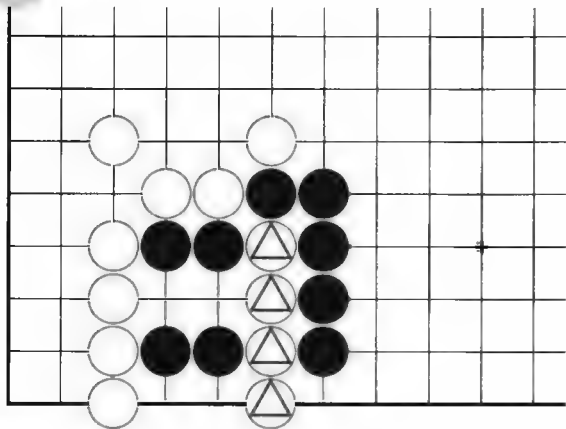
## Outside Liberties First



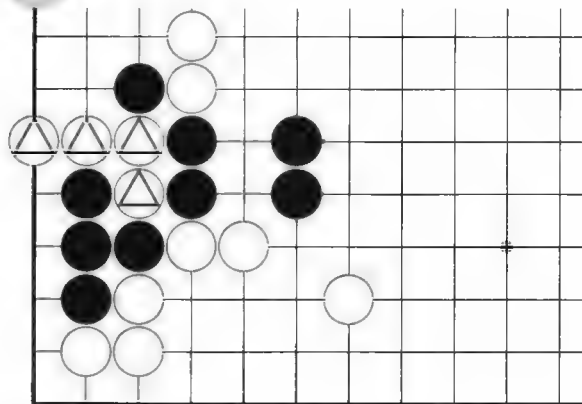
Math  
Ability

Capture the  stones.

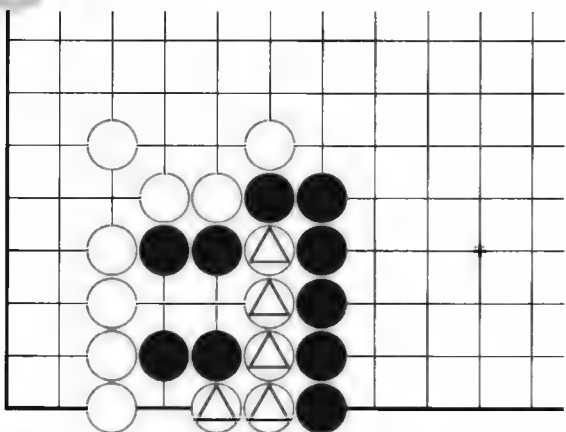
7



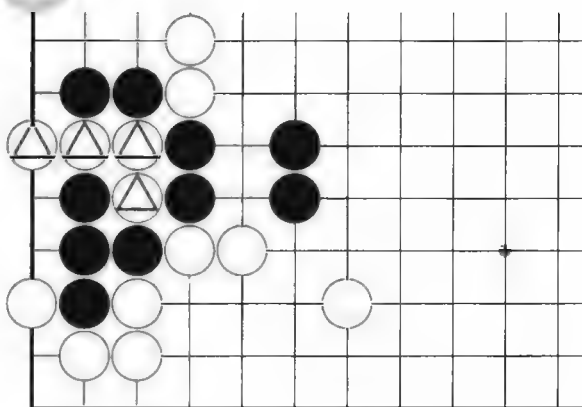
8



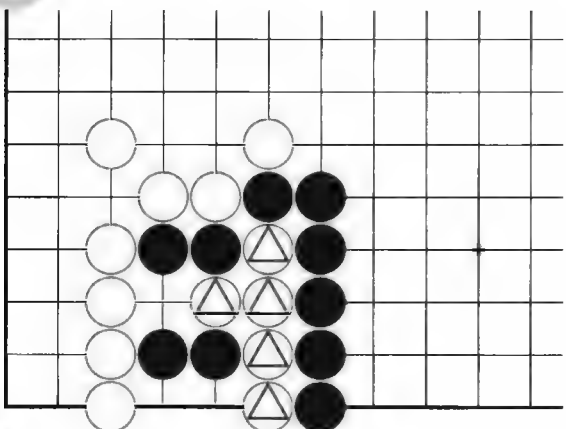
9



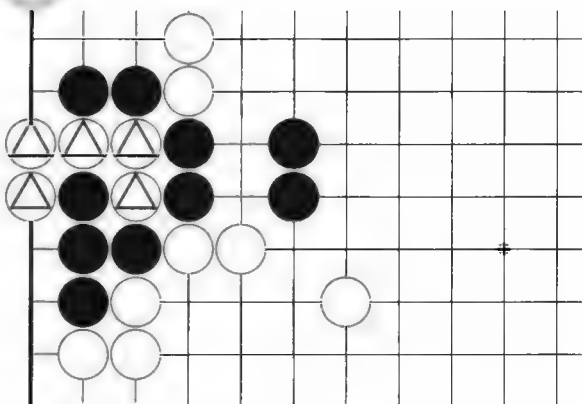
10



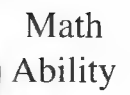
11



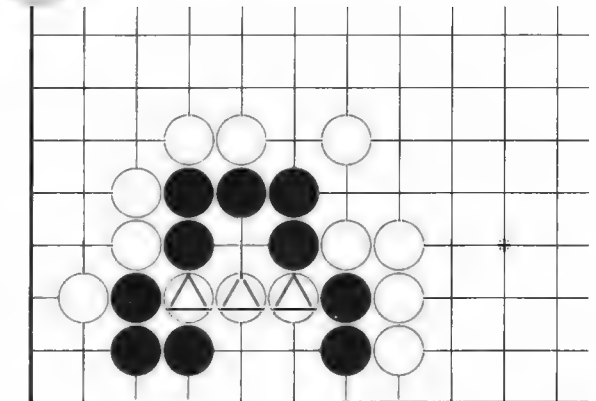
12



## Outside Liberties First



13



## 16 Capturing Race (Review)



Capture the  $\triangle$  stones.

A 10x10 grid with a 5x5 sub-grid in the bottom-left. The sub-grid contains black circles, white circles, and triangles. The rest of the grid is empty.



# 16

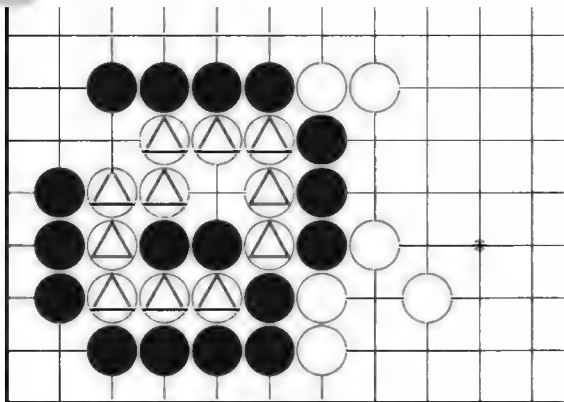
## Capturing Race (Review)



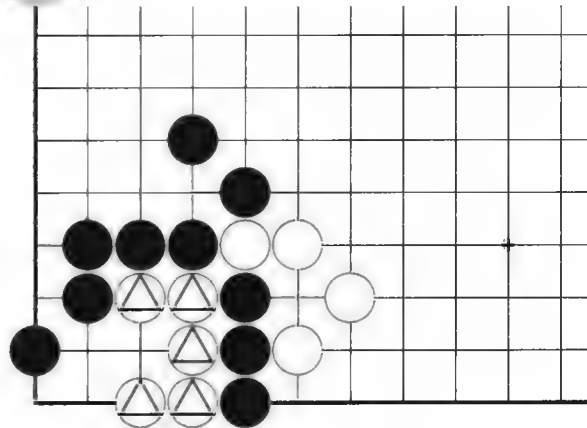
Math  
Ability

Capture the  $\triangle$  stones.

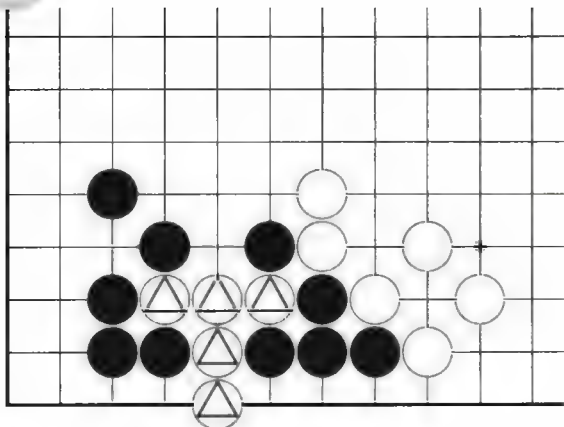
7



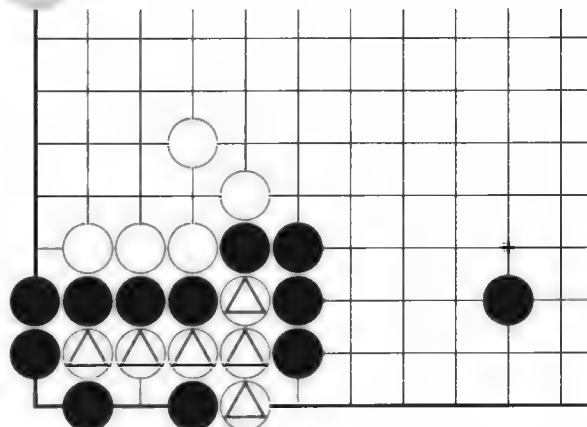
8



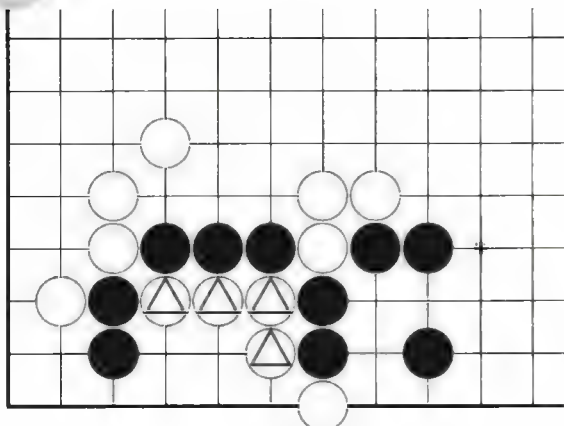
9



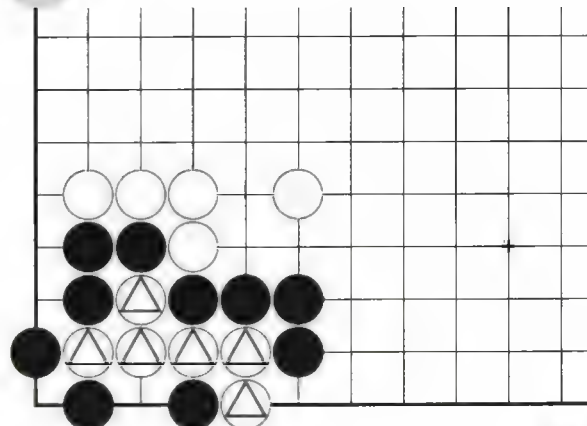
10



11



12

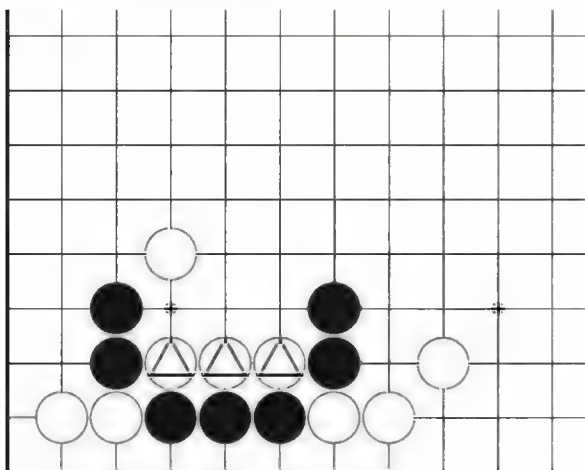


# 17

## Reduce Liberties While Cutting



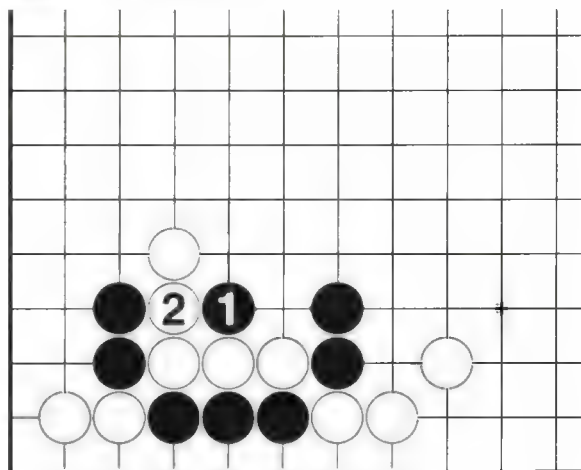
Situation



Black to capture the △ stones.



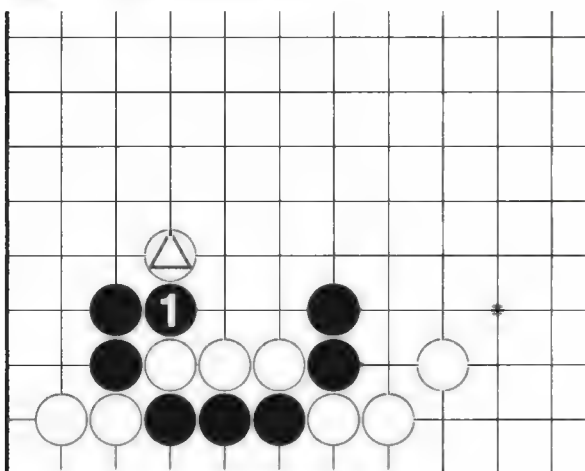
Failure



What a pity. This way White can connect and Black can't achieve anything.



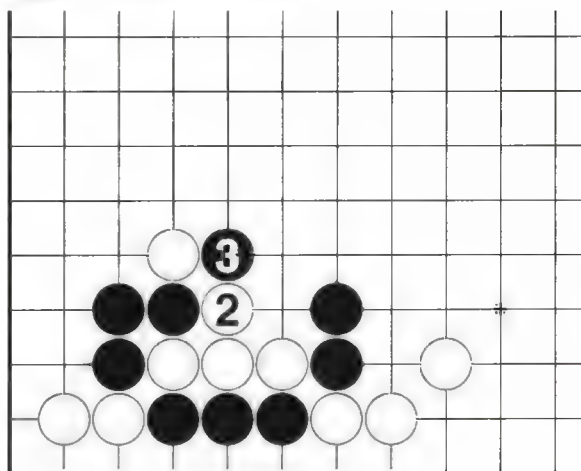
Success 1



That's why Black should reduce liberties while cutting.



Success 2



Even if White tries to escape, Black can capture the stones by cutting.

Reduce liberties while cutting.

# 17

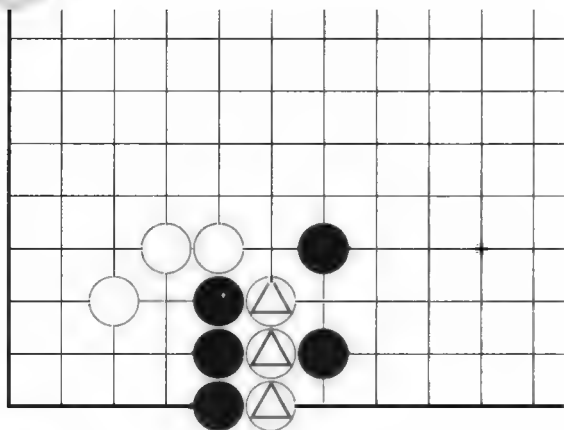
## Reduce Liberties While Cutting



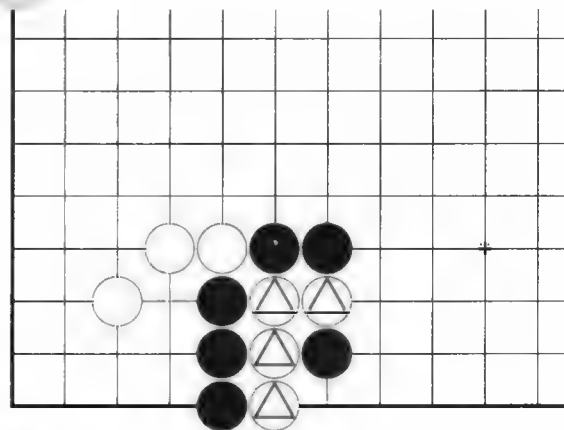
Math  
Ability

Capture the  $\triangle$  stones.

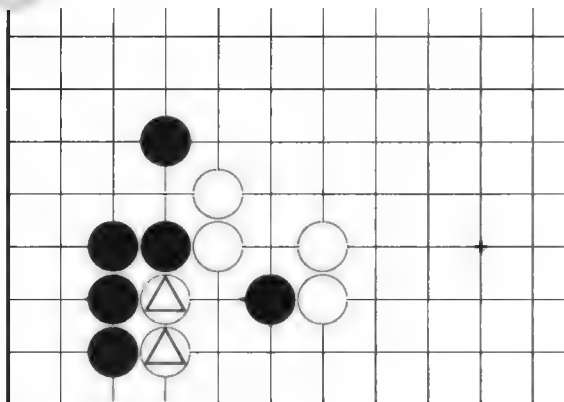
1



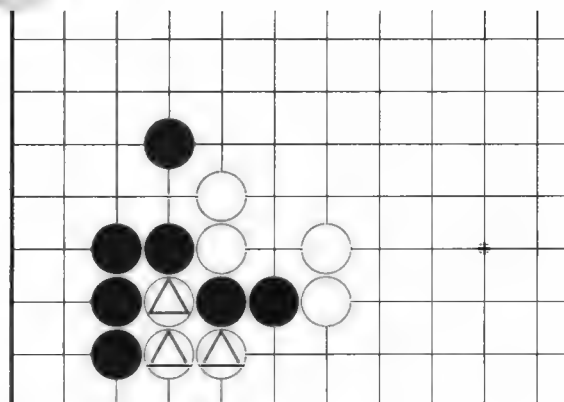
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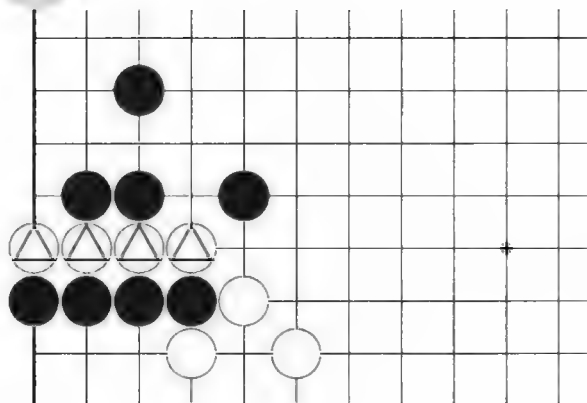
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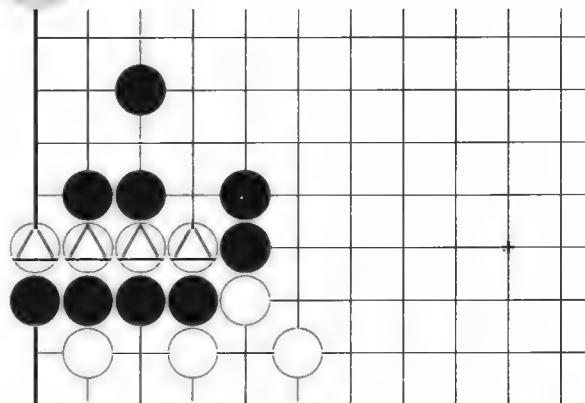
4



5



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# 17

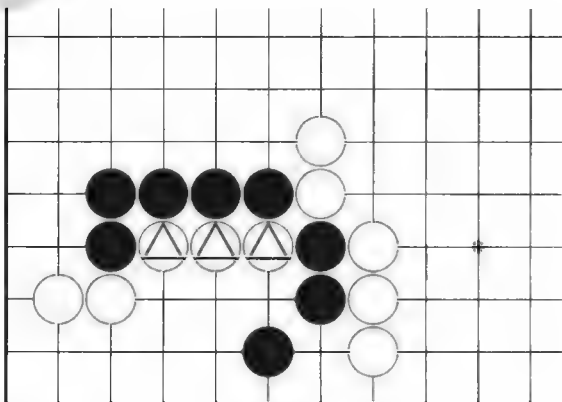
## Reduce Liberties While Cutting



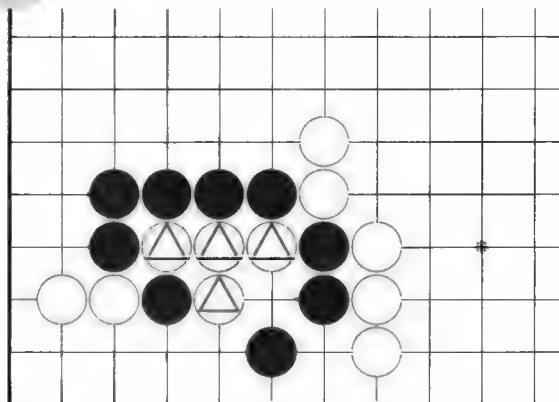
Math  
Ability

Capture the  stones.

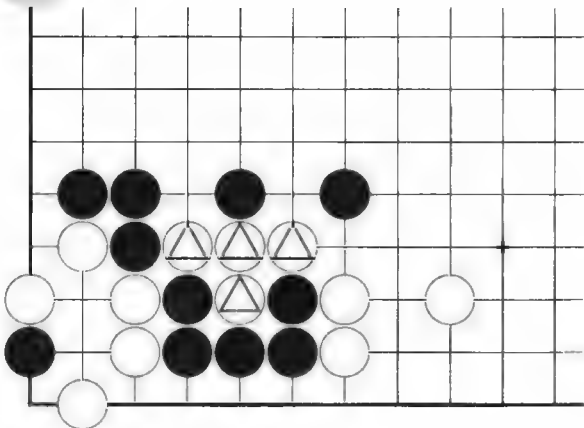
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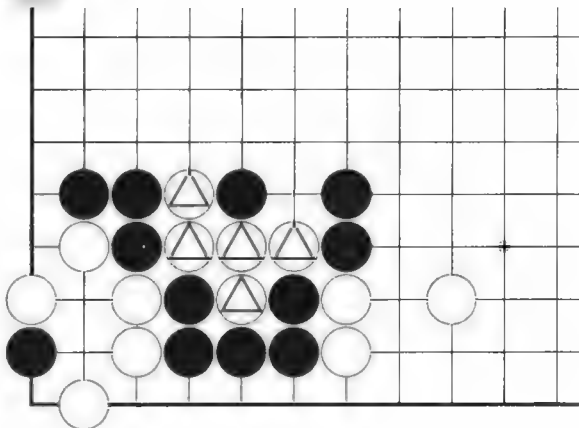
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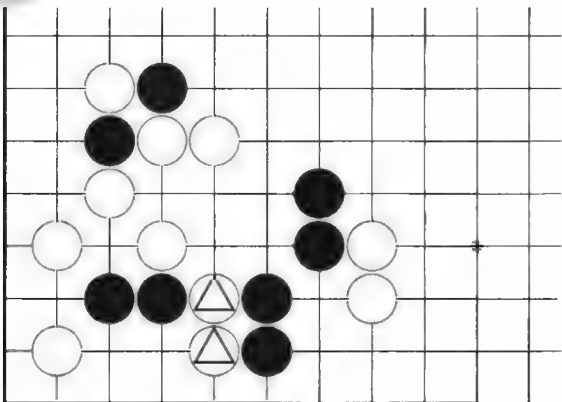
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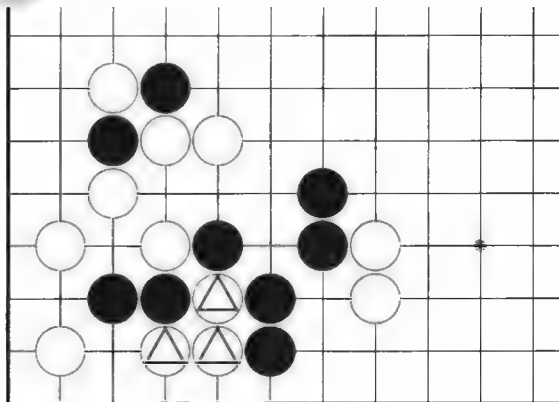
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# 17

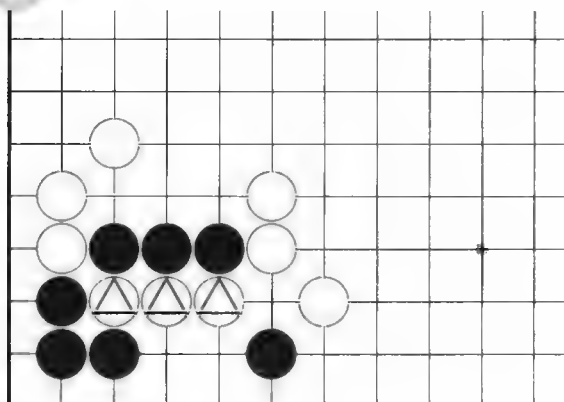
## Reduce Liberties While Cutting



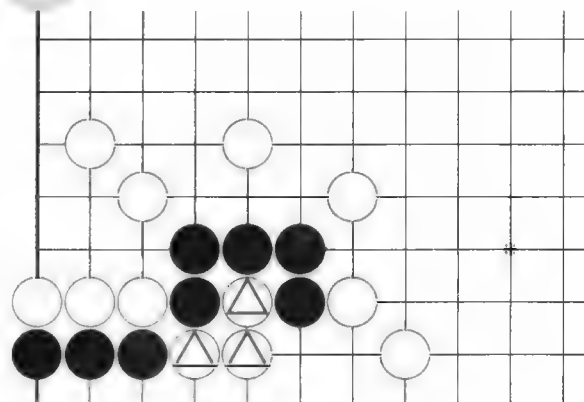
Math  
Ability

Capture the  stones.

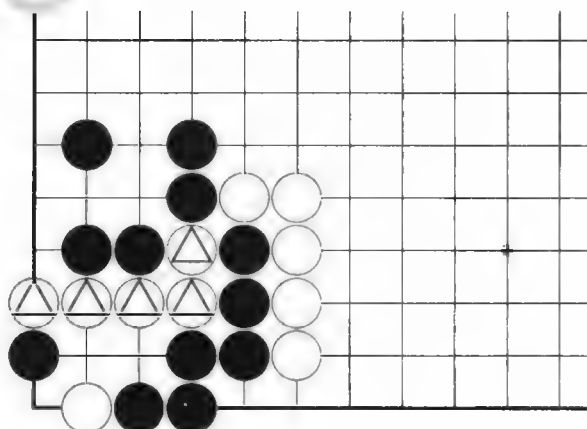
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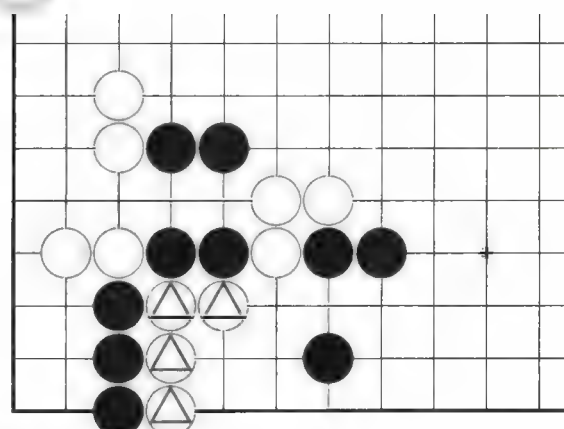
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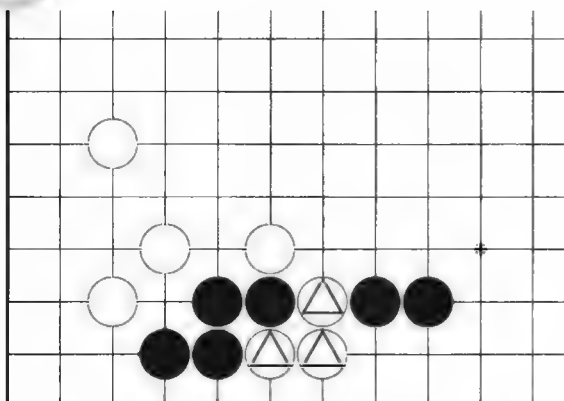
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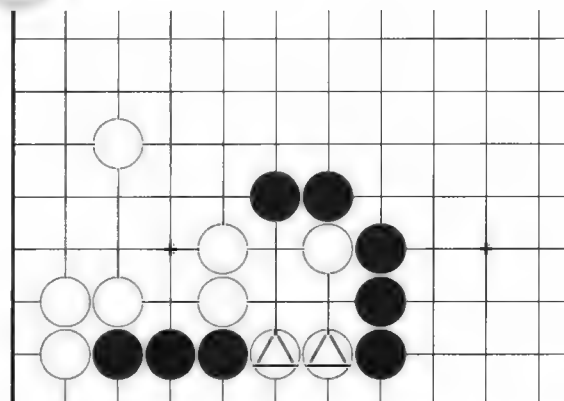
16



17



18






# 17

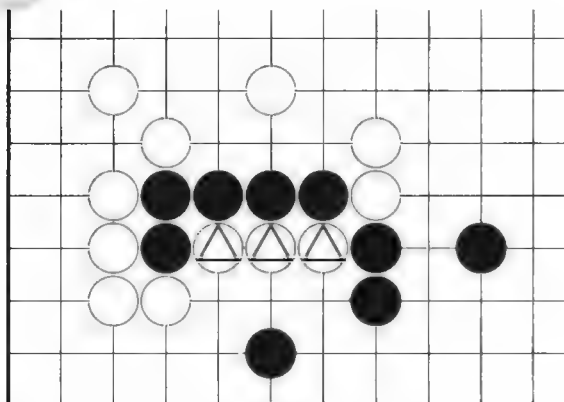
## Capturing Race (Review)



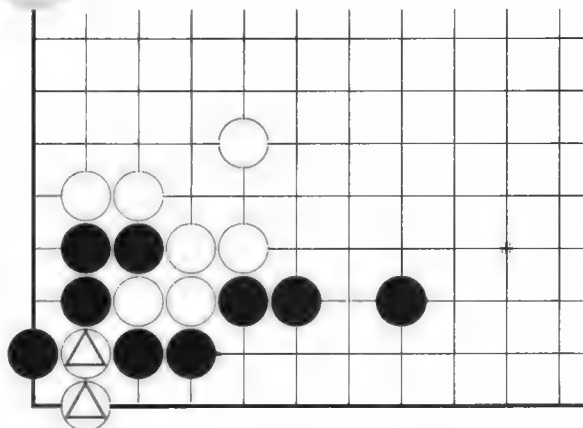
Math  
Ability

Capture the  stones.

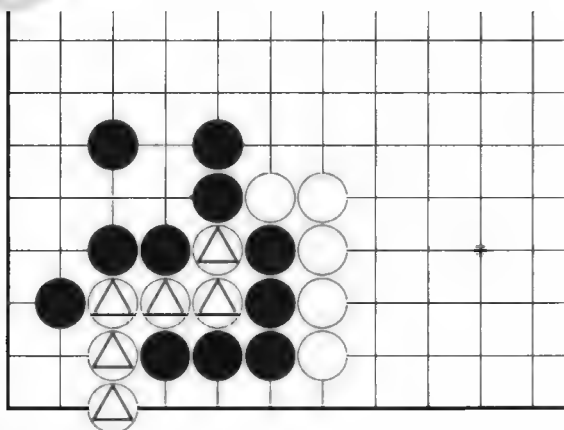
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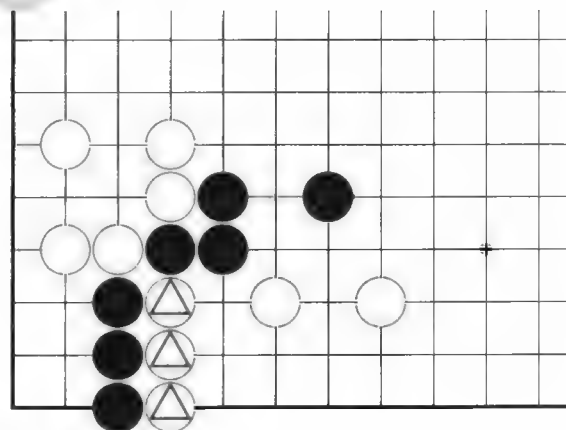
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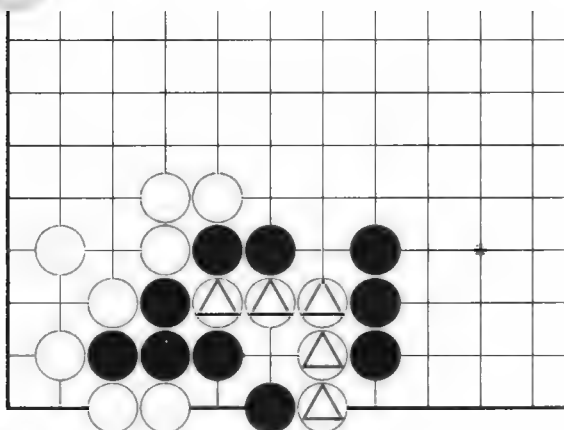
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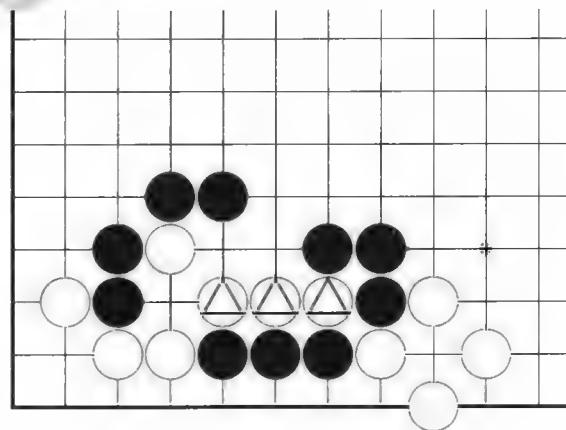
4



5



6



# 17

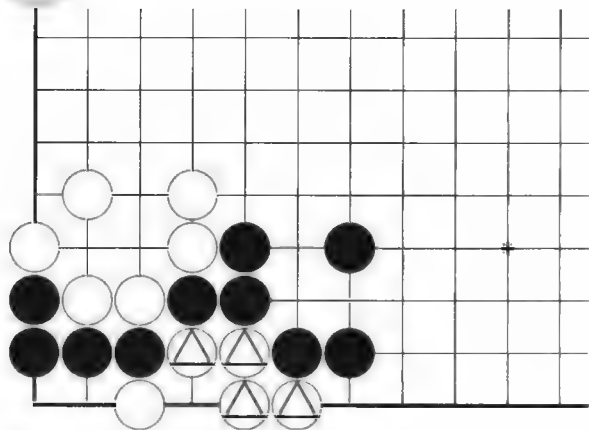
## Capturing Race (Review)



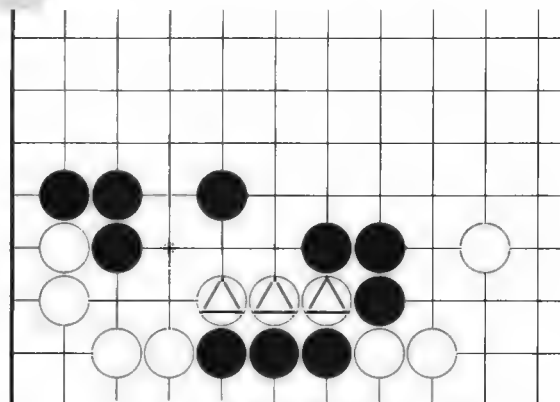
Math  
Ability

Capture the  $\triangle$  stones.

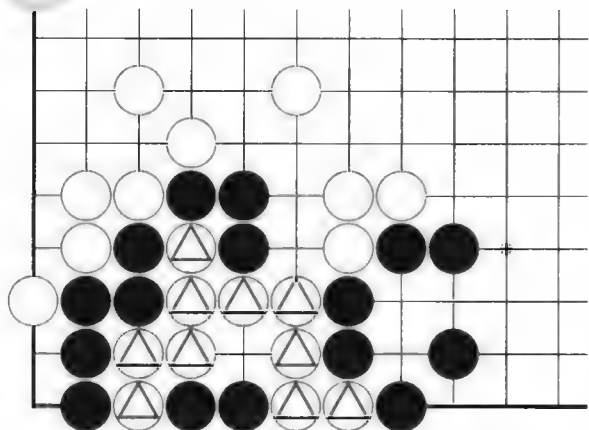
7



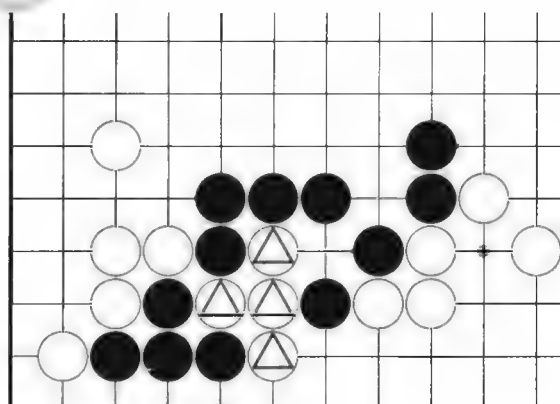
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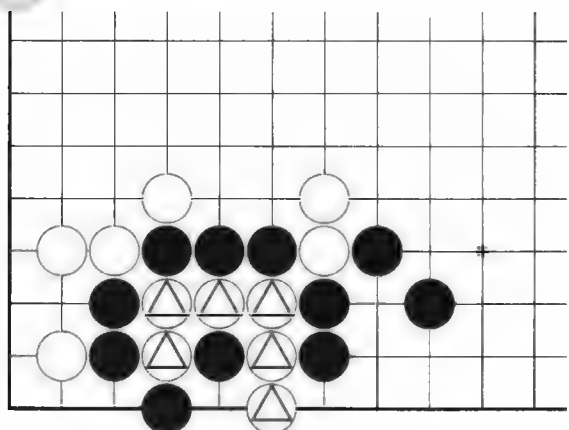
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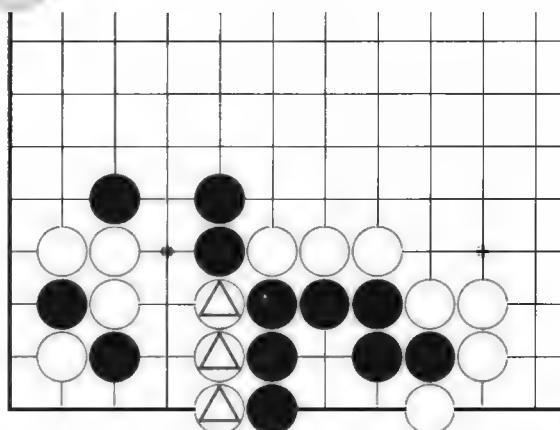
10



11



12



# 18

## Opponent's Thoughts

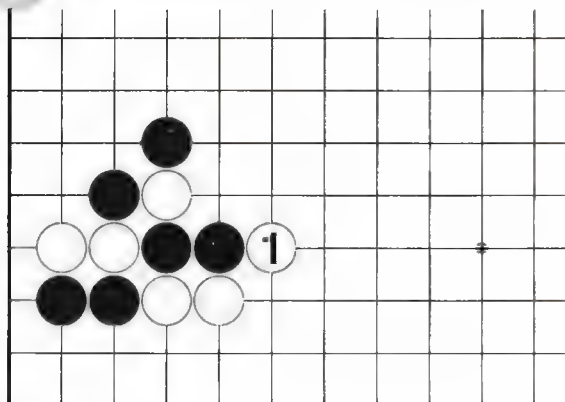


Judgment

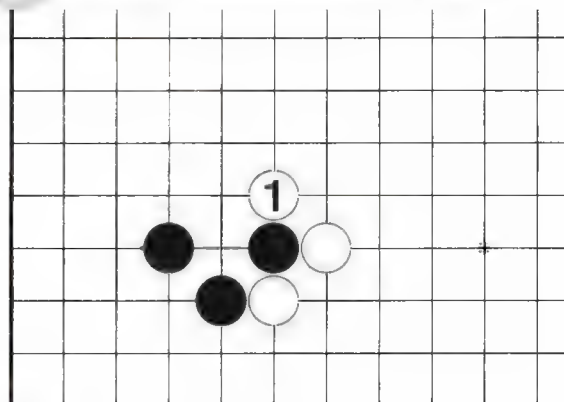
How should Black answer ①?

Think carefully why your opponent has played the last move.

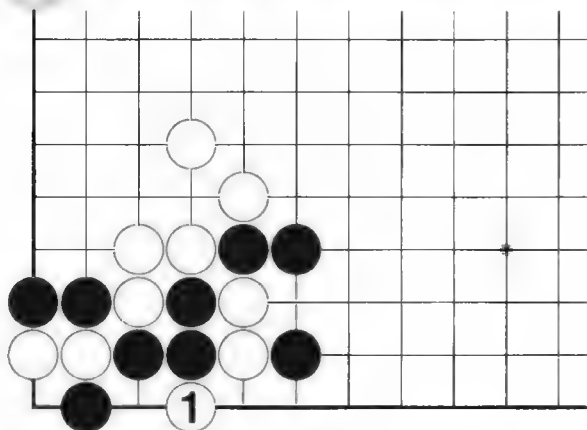
1 White aims to capture my stones.



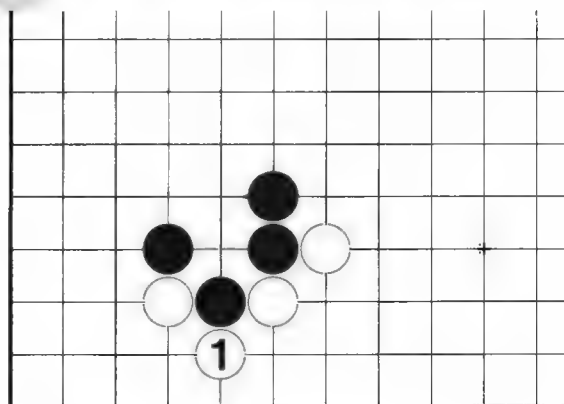
2 Should I save the stone or not?



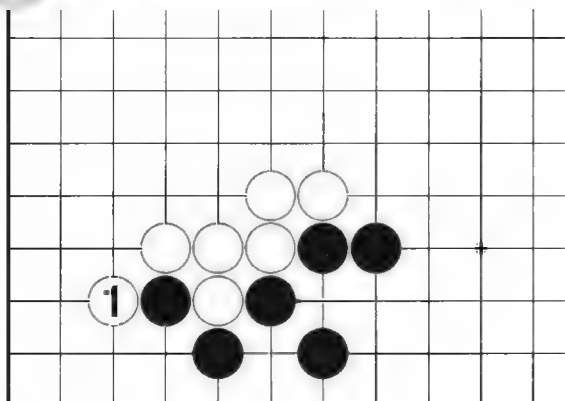
3 Should I save them or capture White?



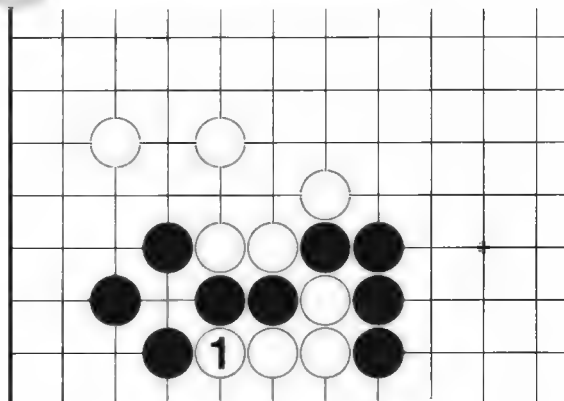
4 First let's save my own stone.



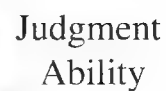
5 What's better? Saving or Cut?



6 Defend before attacking.

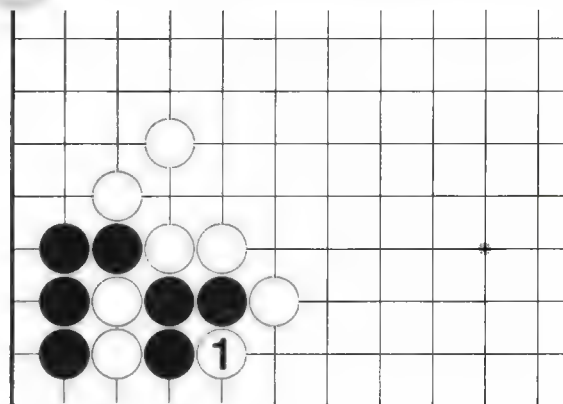


## Opponent's Thoughts

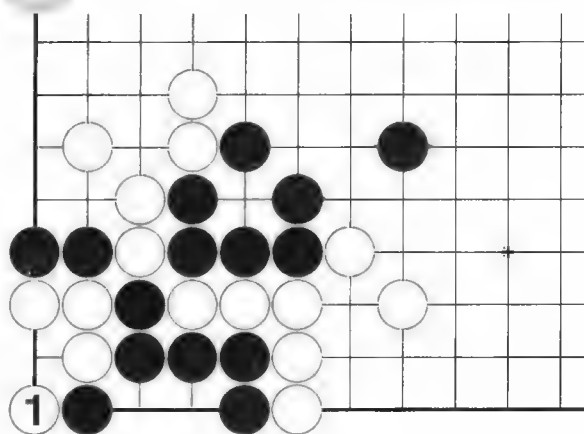


Think carefully why your opponent has played the last move.

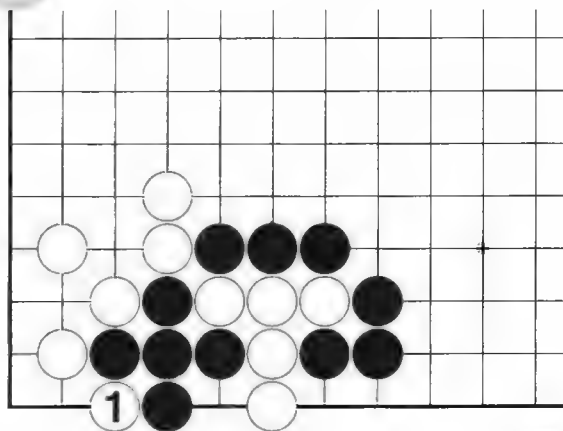
- 8** When both sides are in atari, capture.



- 10** Take advantage of overplay ataris.



- 12 White intends to capture my stones.



# 18

## Opponent's Thoughts

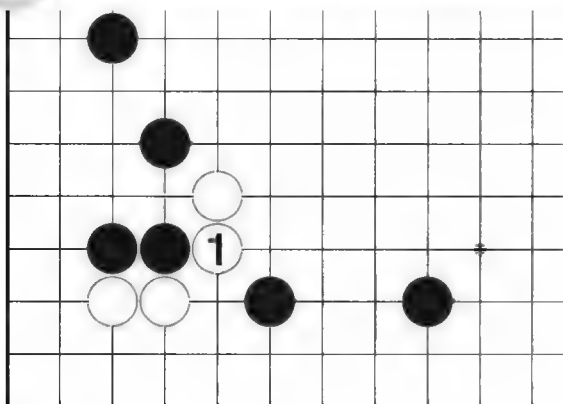


Judgment

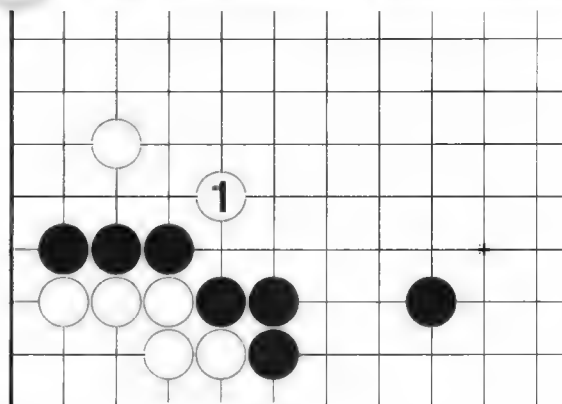
How should Black answer ①?

Think carefully why your opponent has played the last move.

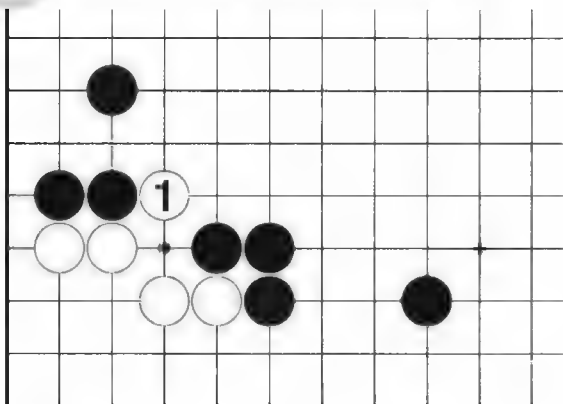
13 I must not allow these stones to connect.



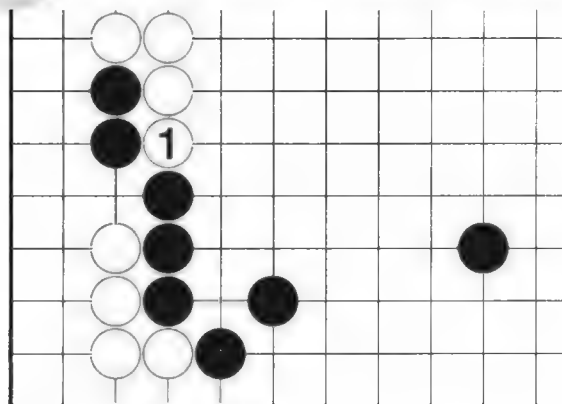
14 White peeped to cut my stones. Connect.



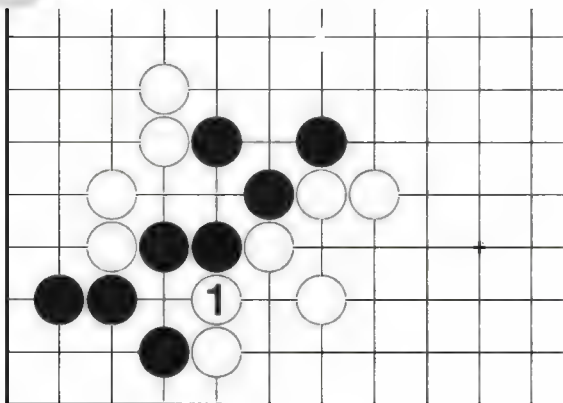
15 I should cut to take advantage.



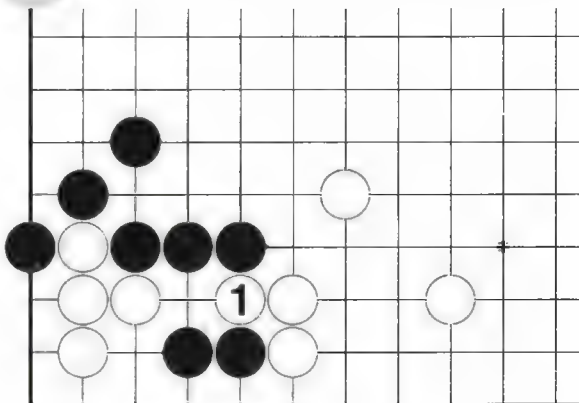
16 I'd better connect, or he will capture me.



17 White aims to cut my stones.



18 White intends to connect his stones.





# 18

## Opponent's Thoughts

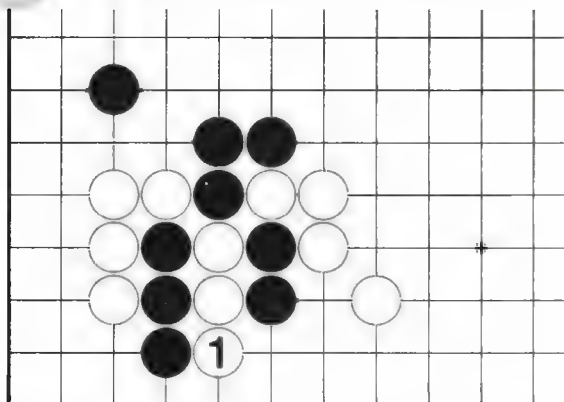


Judgment

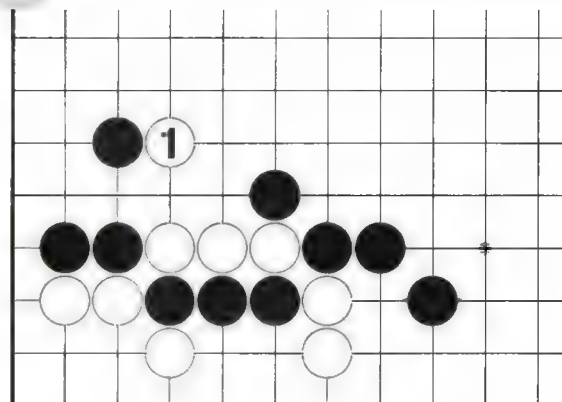
How should Black answer ①?

Think carefully why your opponent has played the last move.

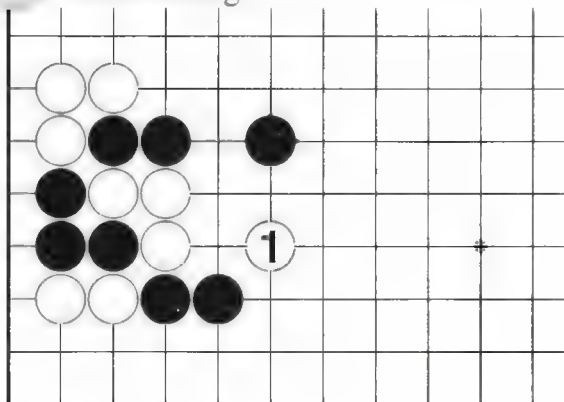
19 Play atari towards the line of death.



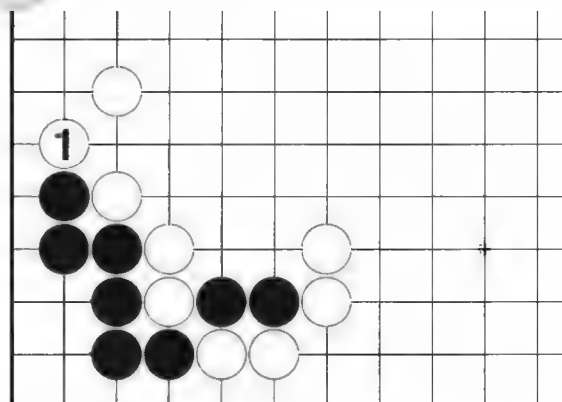
20 White tries to escape. Atari while cutting.



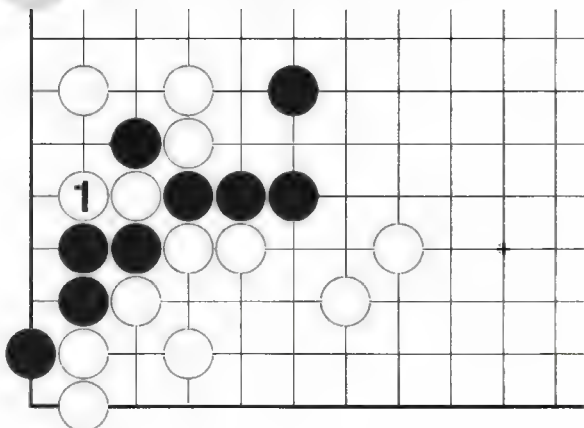
21 Don't allow to save his stones. Atari while cutting.



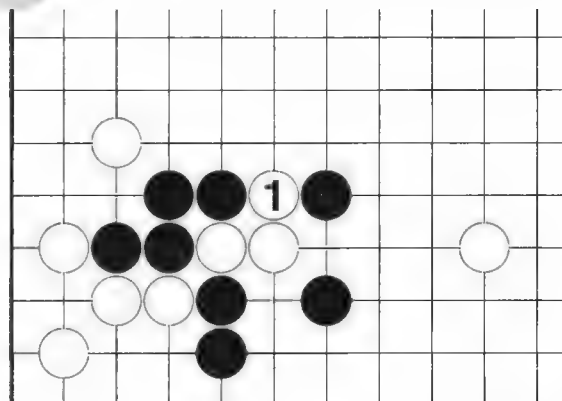
22 Double atari to use his weak points.



23 This is a capturing race. Play atari towards the line of death.



24 White aims to escape. I'd better block.



## Opponent's Thoughts



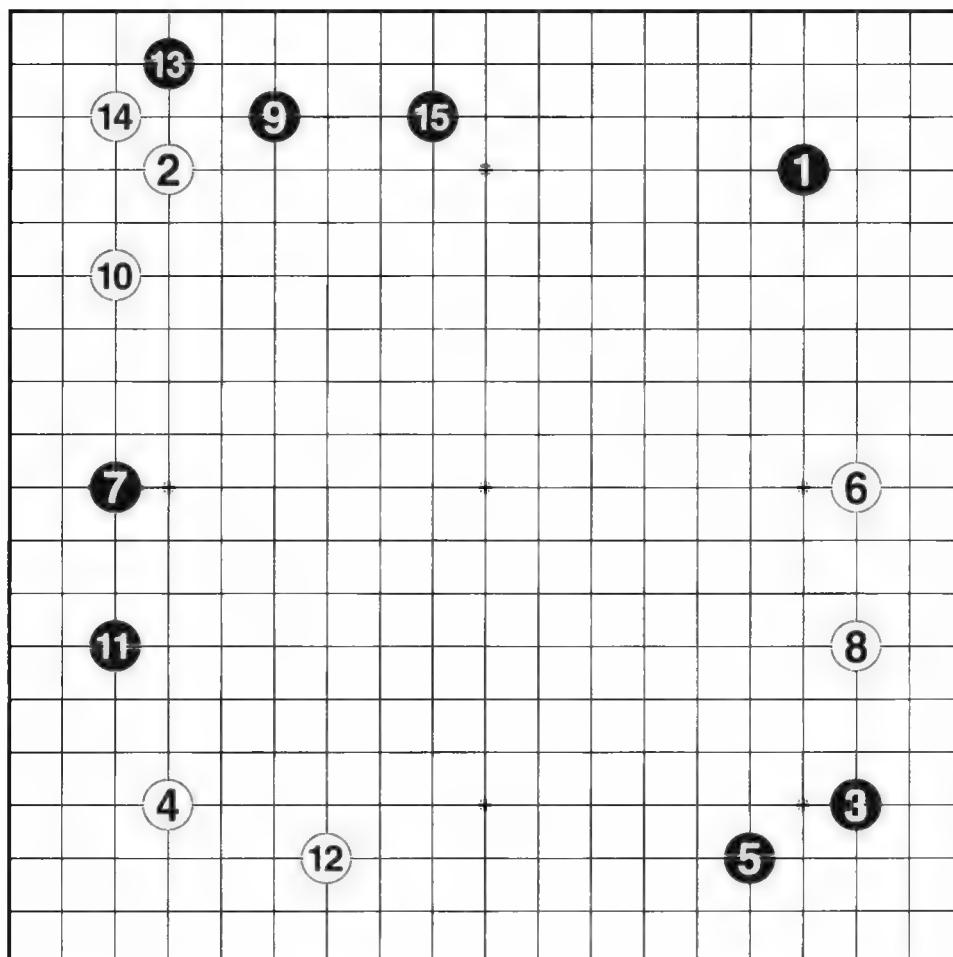
How should Black answer ①?

Think carefully why your opponent has played the last move.

# 18

## Opening 3

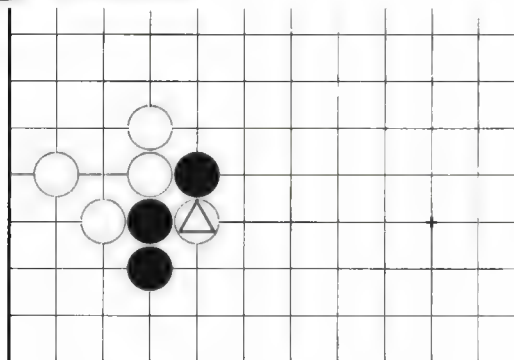
Let's study another professional opening. First play the moves while reading the text, and then just replay the moves.



- |                      |                           |
|----------------------|---------------------------|
| ① Star Point         | ② Star Point              |
| ③ 3-4 Point          | ④ 2-Star Formation        |
| ⑤ Knight's Enclosure | ⑥ Dividing Move           |
| ⑦ Dividing Move      | ⑧ 2-Space-Extension       |
| ⑨ Knight's Approach  | ⑩ Knight's Answering Move |
| ⑪ 2-Space-Extension  | ⑫ Large Knight's Answer   |
| ⑬ Knight's Sliding   | ⑭ Diagonal Block          |
| ⑮ 2-Space-Extension  |                           |



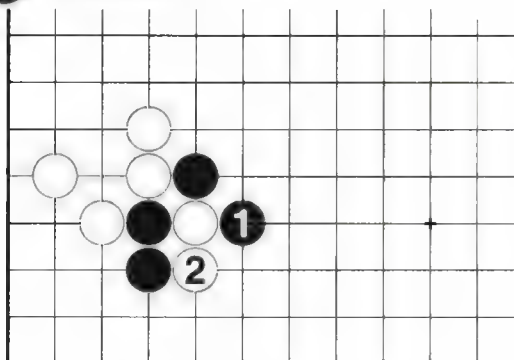
Situation



How can Black capture the △ stone?



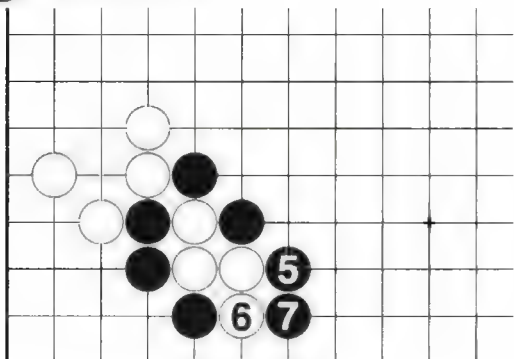
Success 1



Black should play atari which gives White no more than 2 liberties.



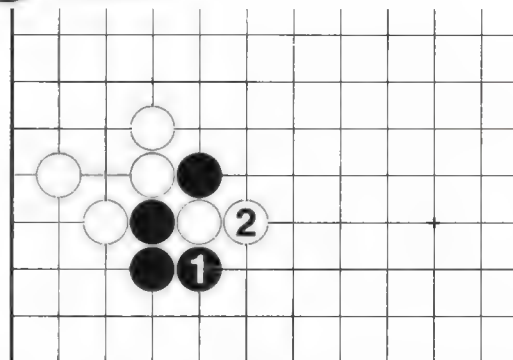
Success 3



Black keeps playing atari like this until the line of death and captures White by ladder.



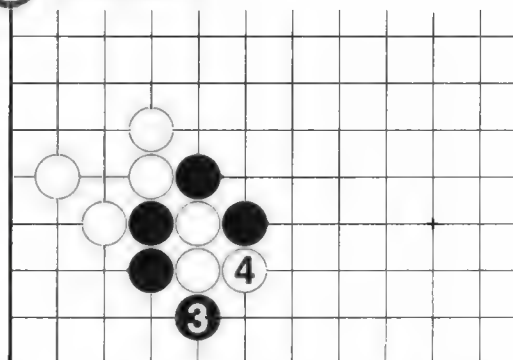
Failure



After ②, White increased his liberties, and it's hard for Black to capture White.



Success 2



Black continues playing atari, allowing White to have no more than 2 liberties.

### [Quiz]

What is the capturing technique called, where you keep playing atari while allowing no more than 2 liberties? (      )

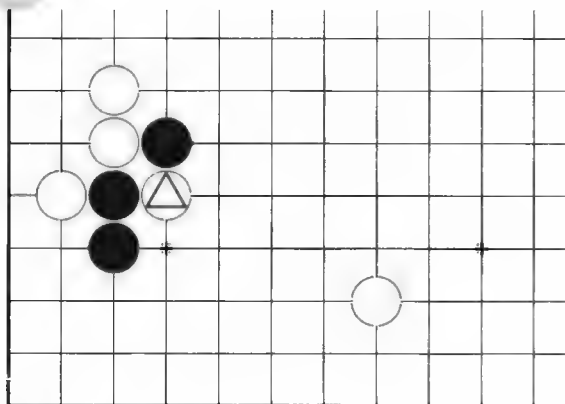
1. escalator
2. ladder
3. stairs

Ladder - continue playing atari while allowing no more than 2 liberties.

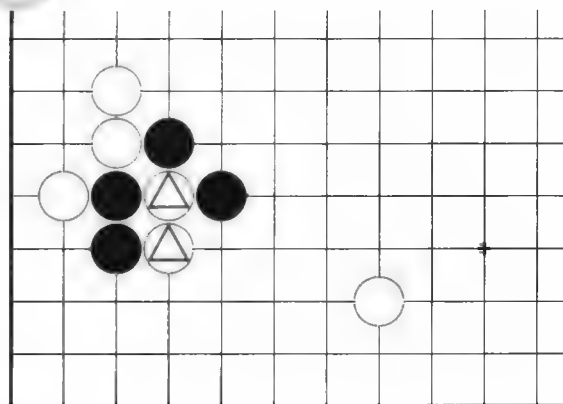


Black to capture the  $\triangle$  stones in a ladder. Write 1 move.

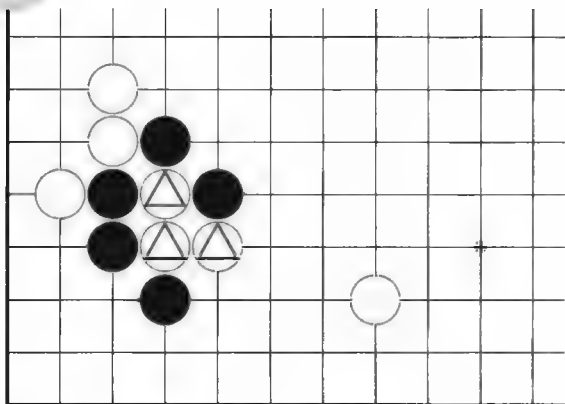
1



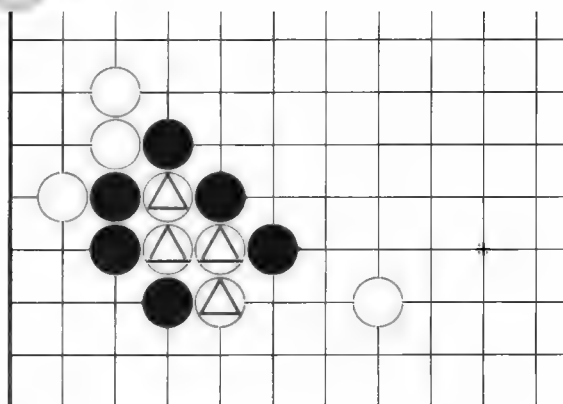
2



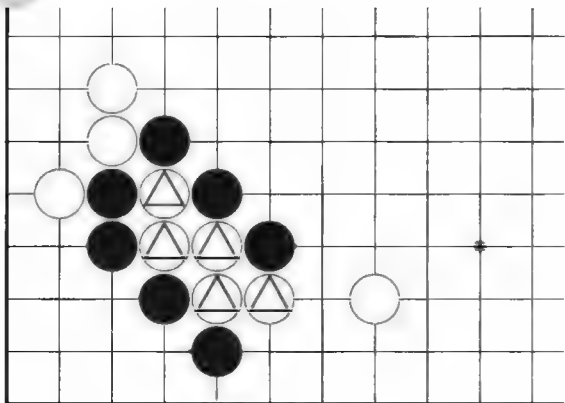
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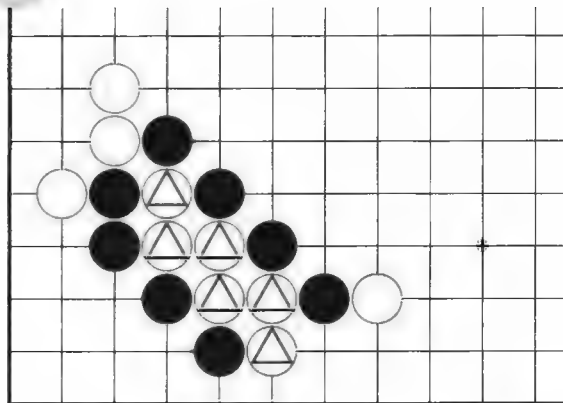
4



5



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19

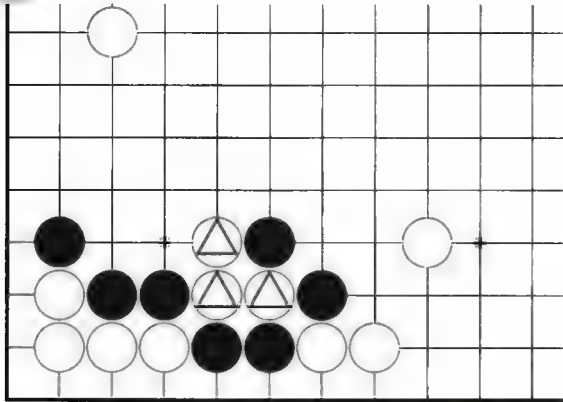
# Ladder



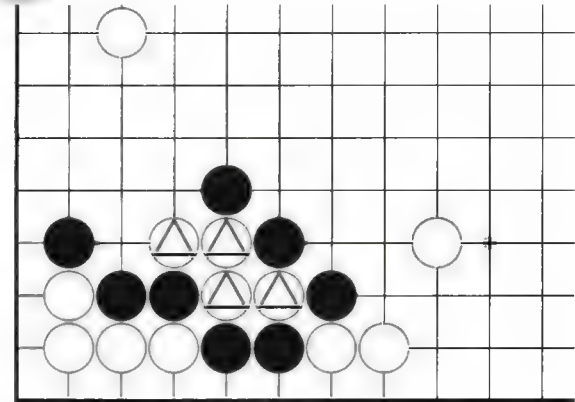
Spatial Sense

Black to capture the  $\triangle$  stones in a ladder. Write 1 move.

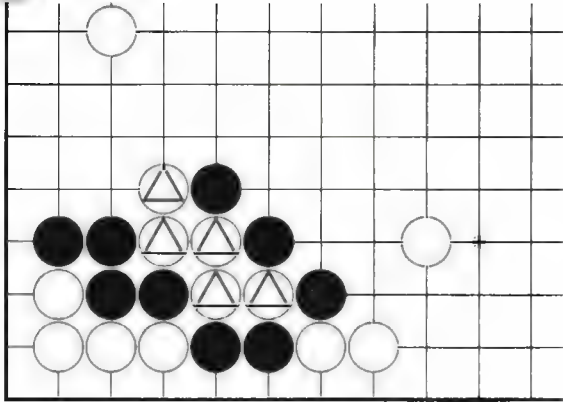
7



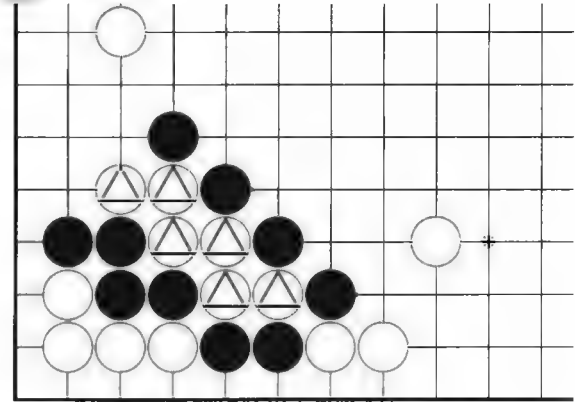
8



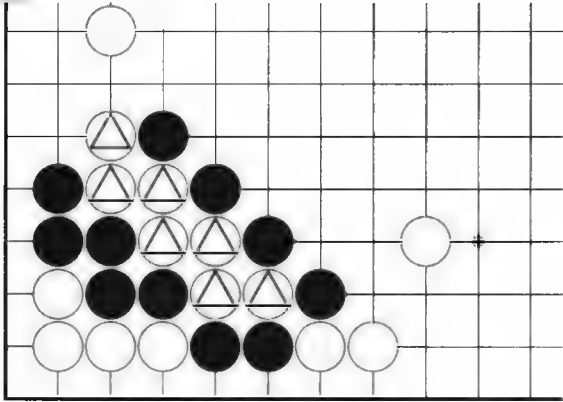
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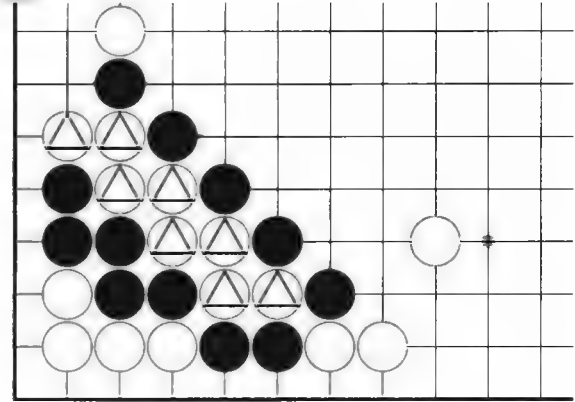
10



11



12



# 19

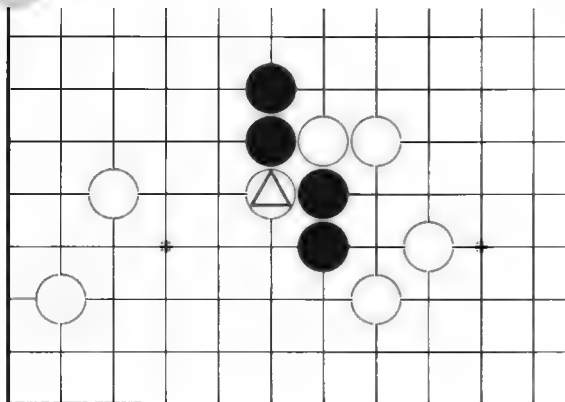
## Ladder



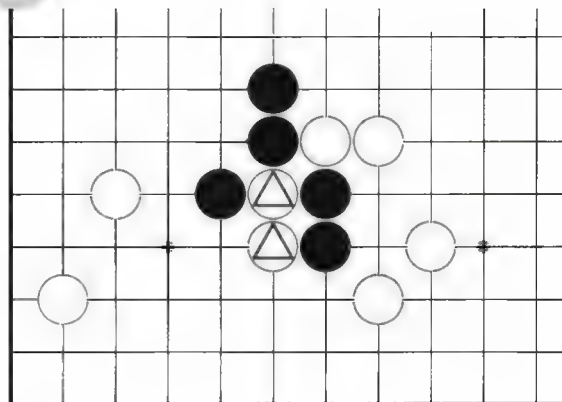
Spatial Sense

Black to capture the  $\triangle$  stones in a ladder. Write 1 move.

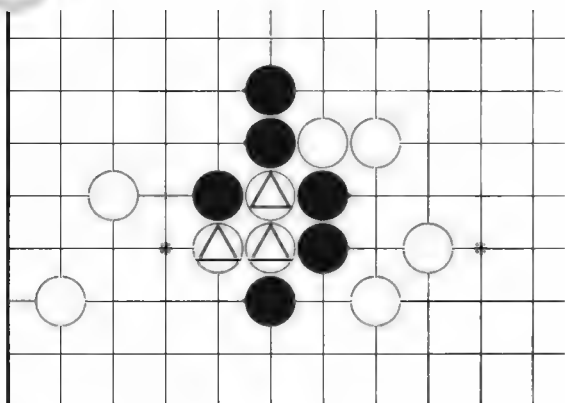
13



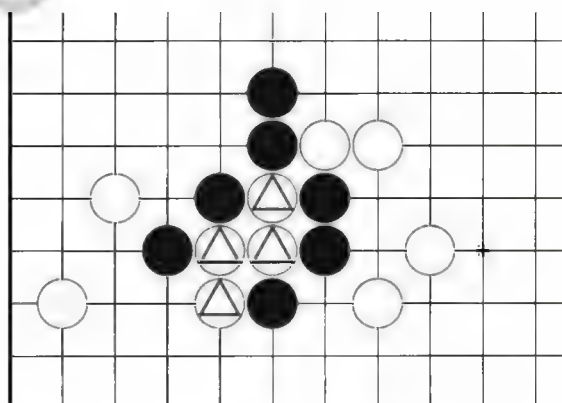
14



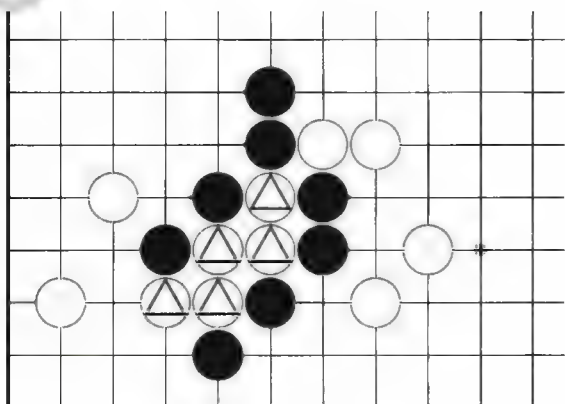
15



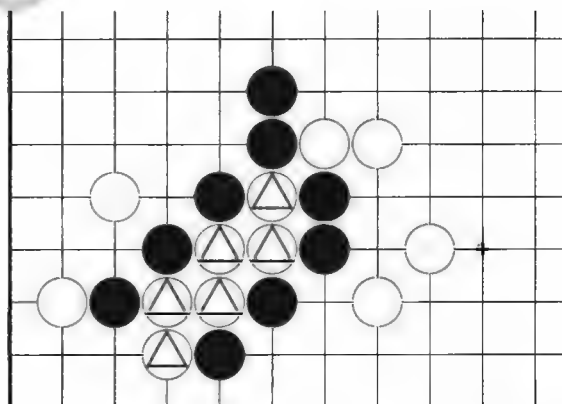
16



17



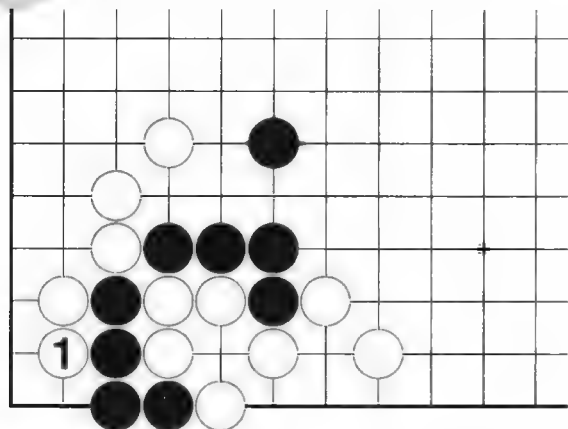
18



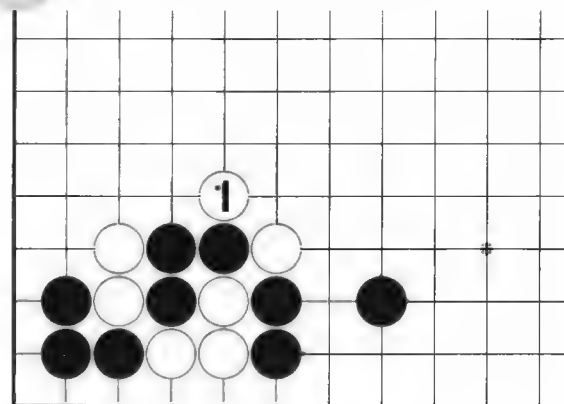


How should Black answer ①?

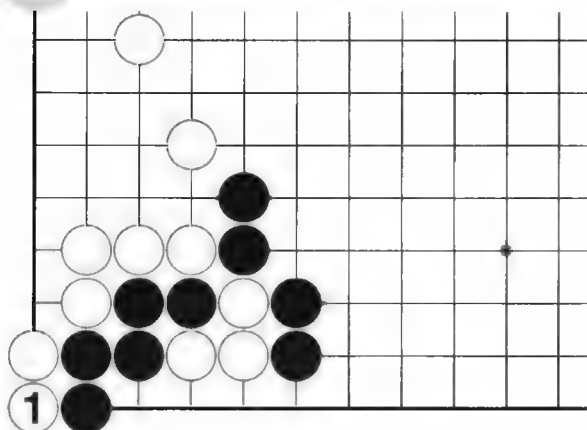
1 Which is better? Save or capture?



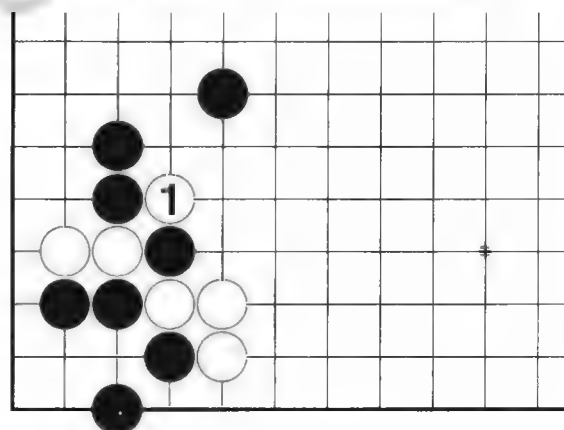
2 Oops, my stones are in atari.



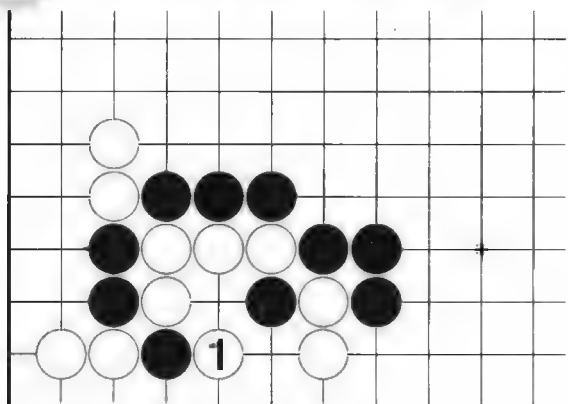
3 What a crude play. Take advantage.



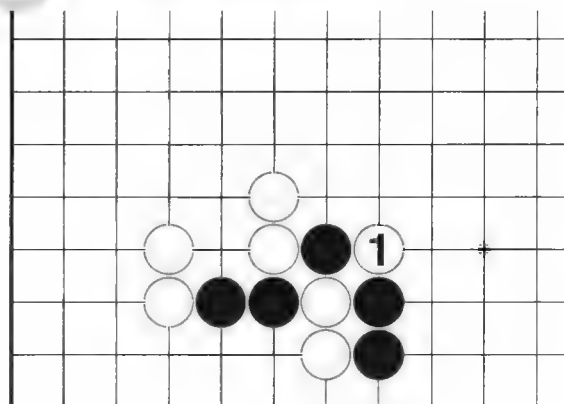
4 Let's defend before attacking.



5 Both sides in atari... I should capture.

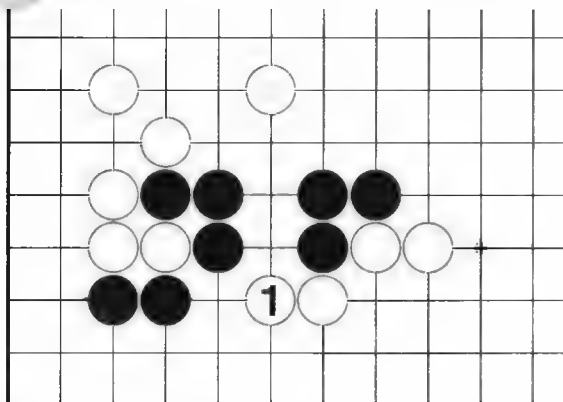


6 Defense before attack.

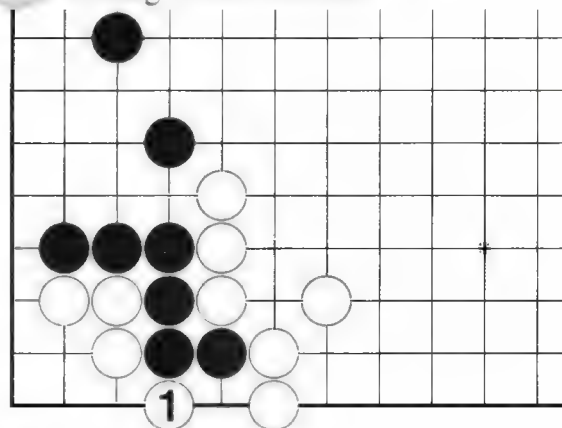


## How should Black respond to ①?

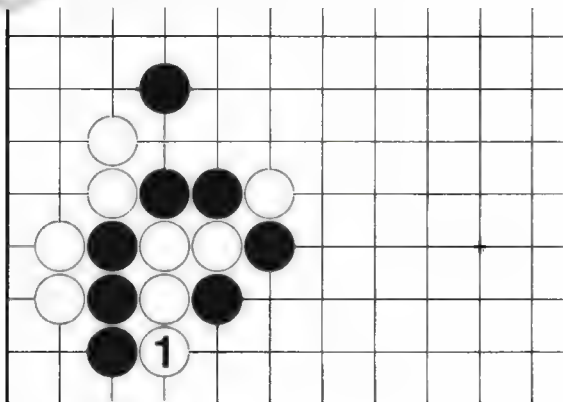
I should connect, so he can't capture my stones.



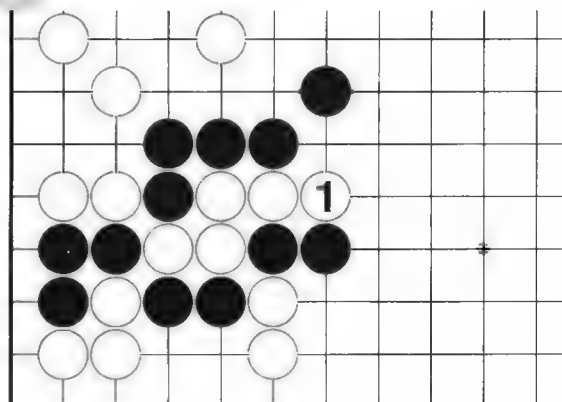
I should take advantage by cutting White's stones.



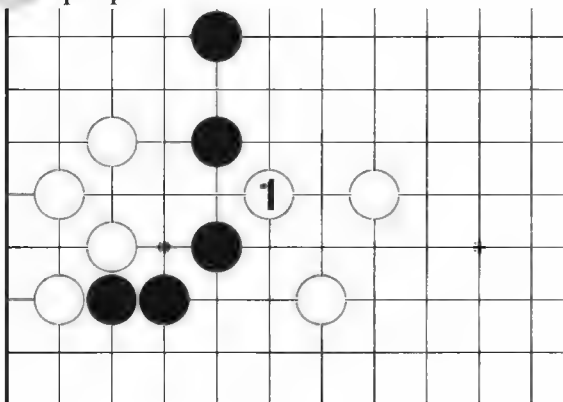
I can capture by playing atari towards the line of death.



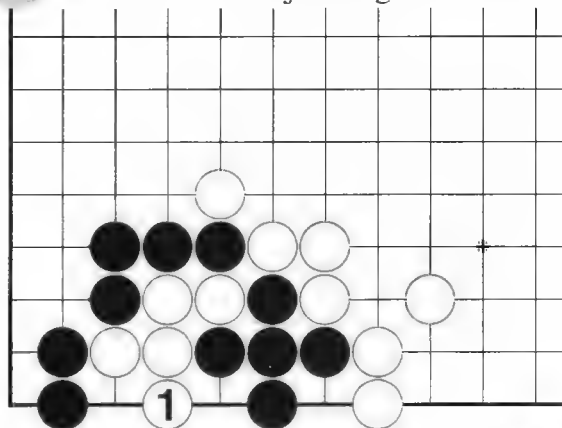
Atari towards my own stones.



I should connect when my opponent peeps.



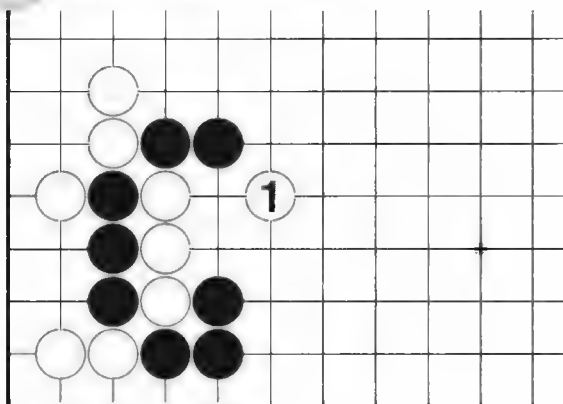
I should reduce liberties while being careful to avoid jachung.



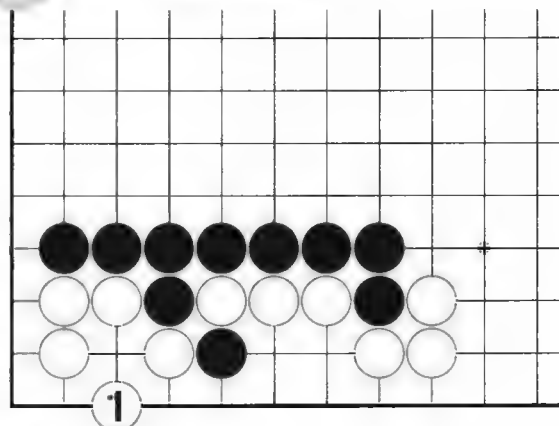


What is Black's best response to ①?

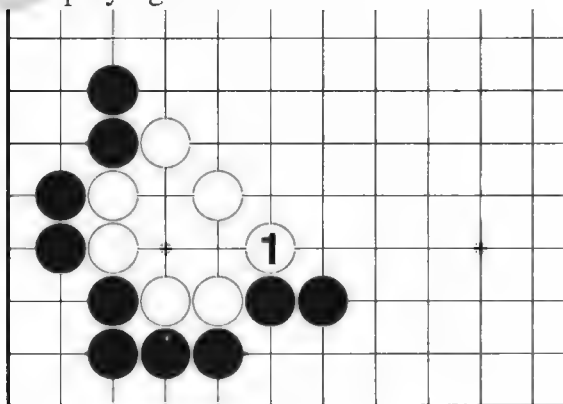
13 Atari while cutting.



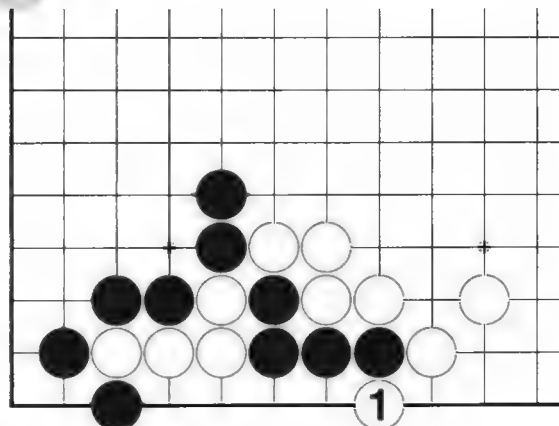
14 Atari while cutting.



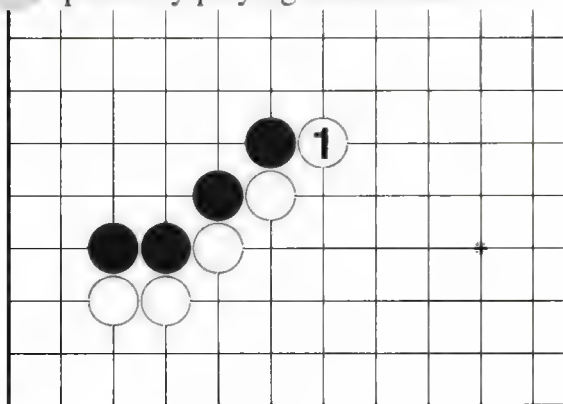
15 Utilize White's weaknesses by playing double atari.



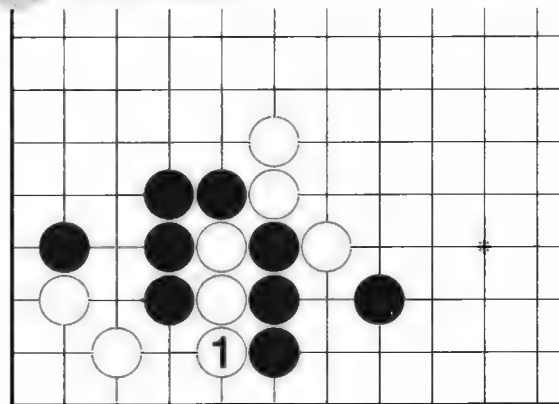
16 In a capturing race, reduce liberties.



17 Take advantage of White's weak points by playing double atari.



18 Capture by playing atari towards the line of death.







# Level Test

There are three level tests for you to check what you have learned from studying this book.

Answer the 20 problems in each test. You receive one point for every correct answer. Count up your score.

To see your progress, look at the table below.

In all the problems, Black is to play.



Result	Evaluation
17-20 points	Great! You are a Baduk hero!
12-16 points	Almost perfect!
8-11 points	Review the book one more time!
0-7 points	Try a little harder!

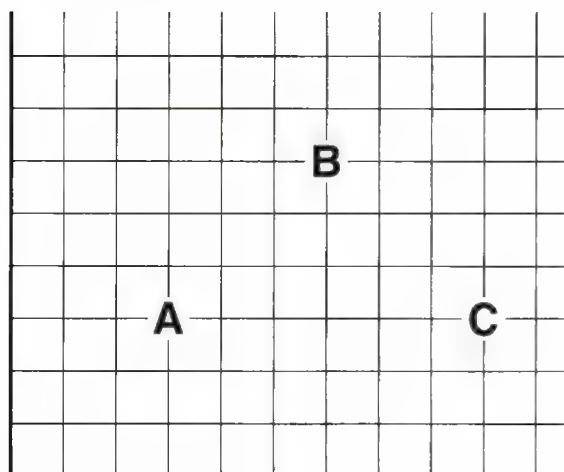


1

# Level Test

## 1) Baduk Playing Order

Where should you play first? (      )



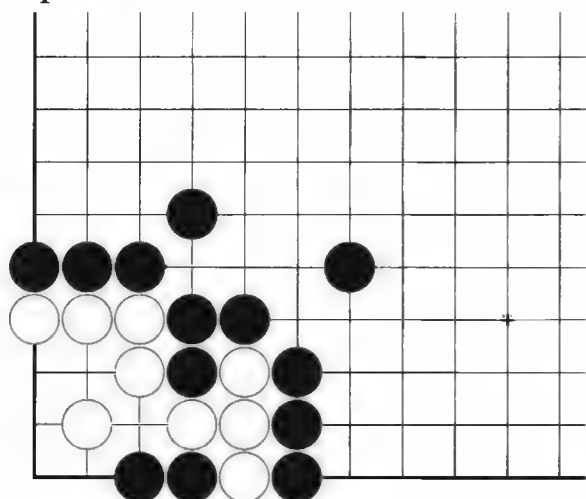
## 2) General Baduk Knowledge

When playing Baduk, what is the right attitude? (      )

1. Making trouble.
2. Making noises with stones in the bowl.
3. Not wanting to play with stronger players.
4. Thinking hard why your opponent has played his last move.

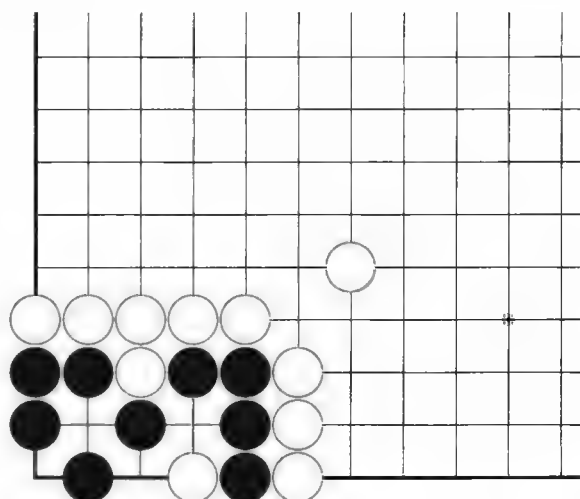
## 3) Capturing

Find white stones in atari and capture them.



## 4) Saving

Find black stones in atari and save them.

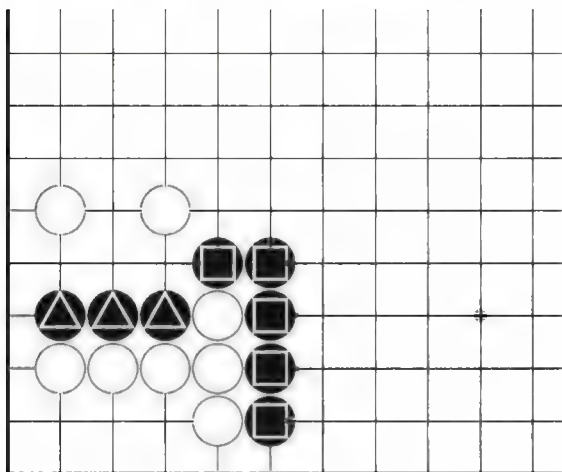




# Level Test

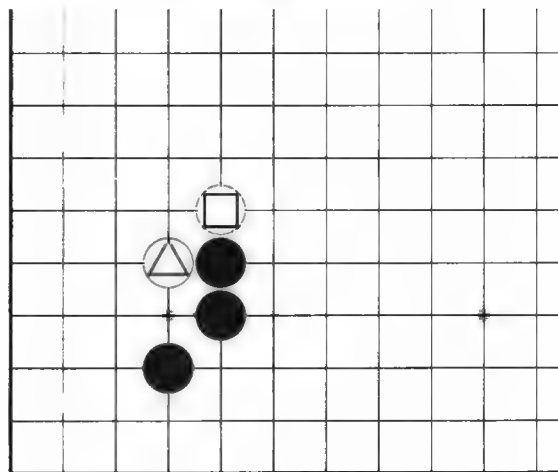
## 5 Solid Connection

Connect the  and  stones.



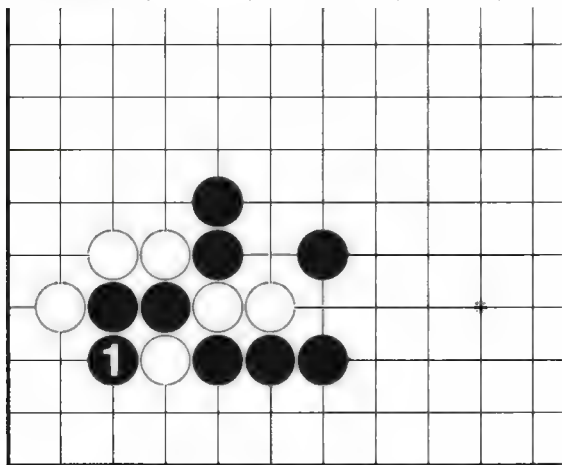
## 6 Direct Cut

Cut the  and  stones.



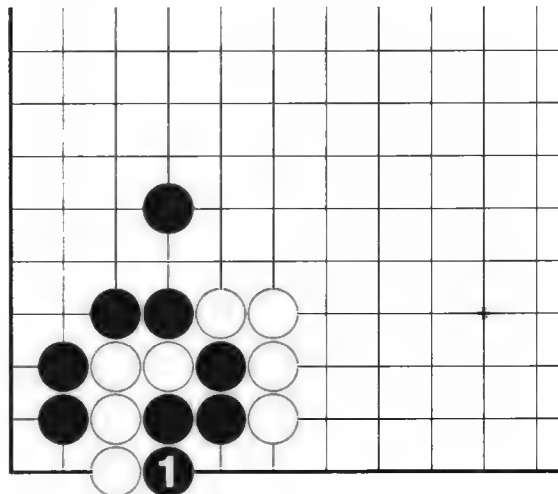
## 7 Defend before Attacking

Is **1** a good or bad move?  
Good (     )    Bad (     )



## 8 Good Move or Bad Move


Is **1** a good or bad move?  
Good (     )    Bad (     )

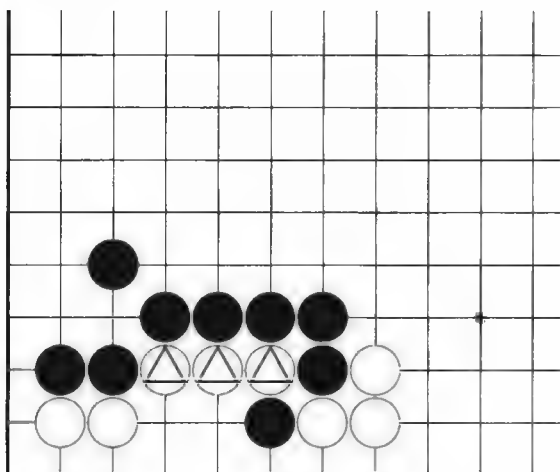


1

# Level Test

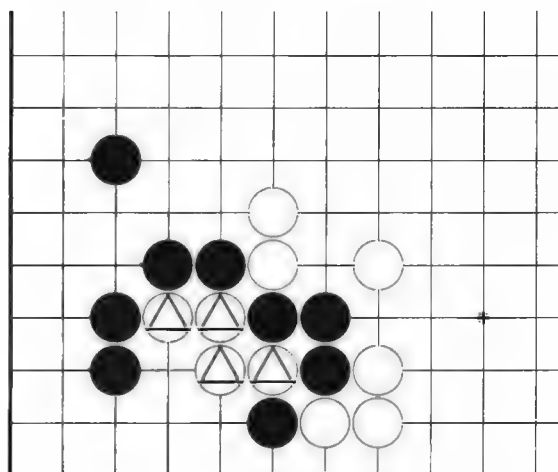
## 9 Atari while Cutting

Capture the  stones.



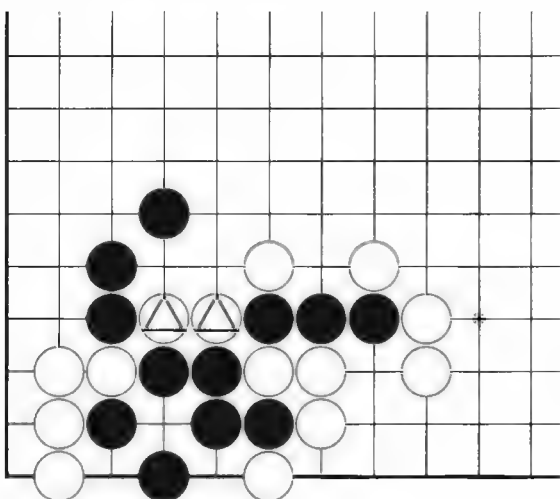
## 10 Atari to your own Stones

Capture the  stones.



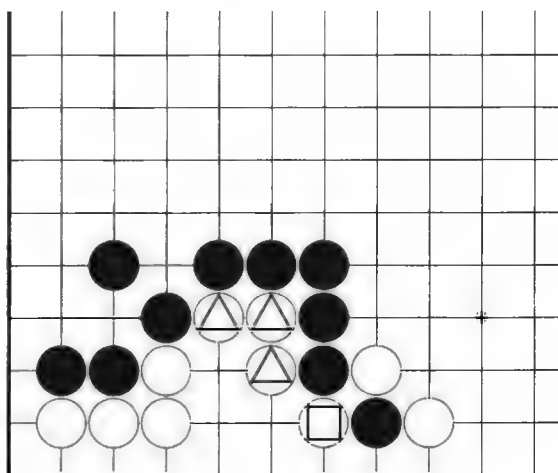
## 11 Atari while Cutting

Capture the  stones.



## 12 Double Atari

Capture the  or the  stones.




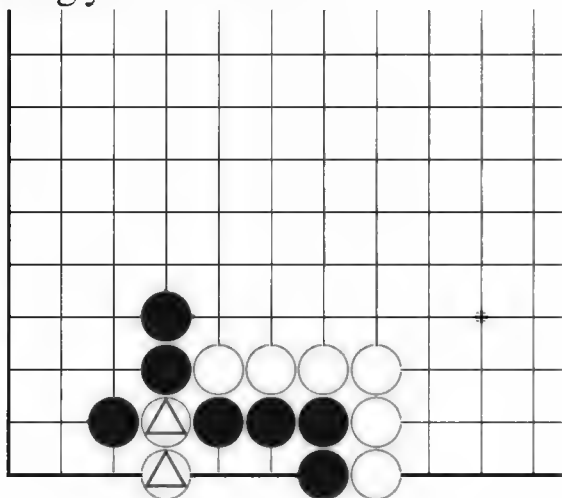


1

# Level Test

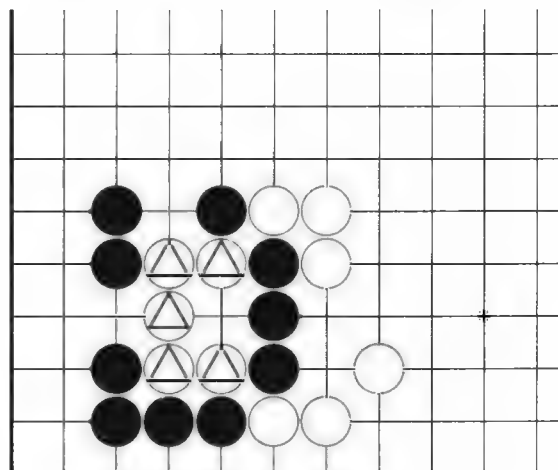
## 13 Beware of Jachung

Capture the  stones but beware of taking your own liberties.




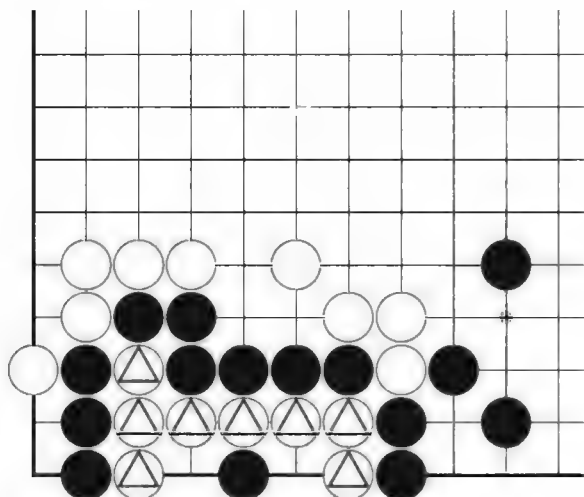
## 14 Outside Liberties First

Black to capture the  stones.



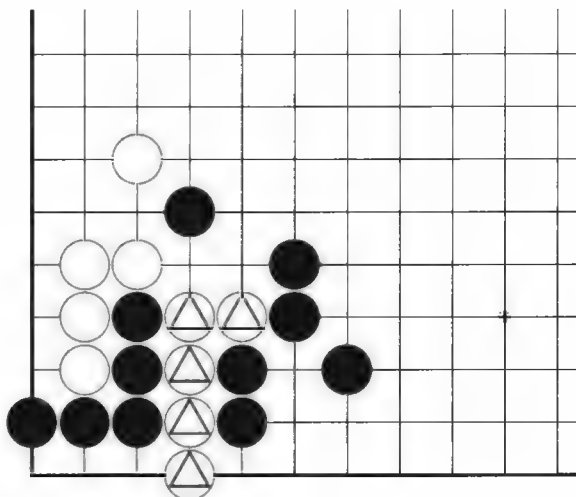
## 15 Reducing Liberties

Capture the  stones.



## 16 Reducing Liberties While Cutting

Capture the  stones.

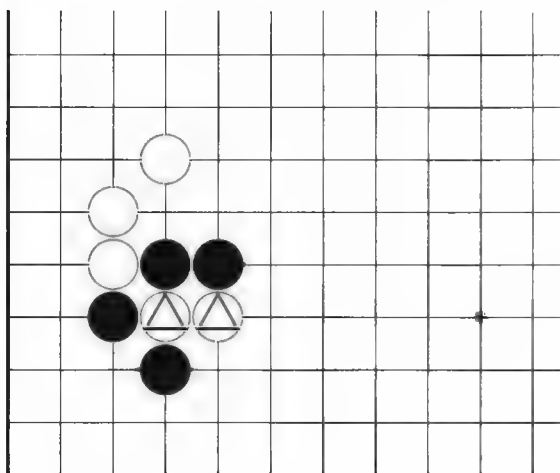


1

# Level Test

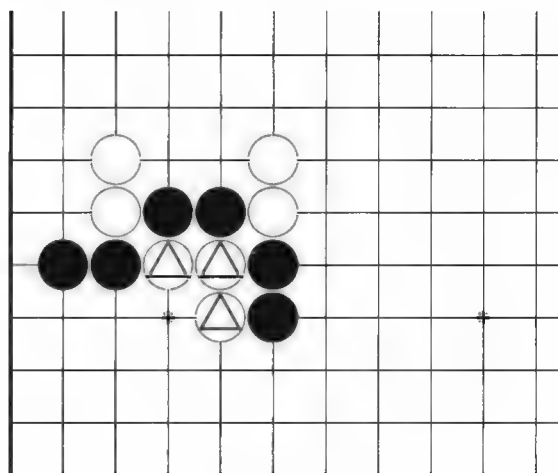
## 17 Ladder

Capture the △ stones in a ladder.



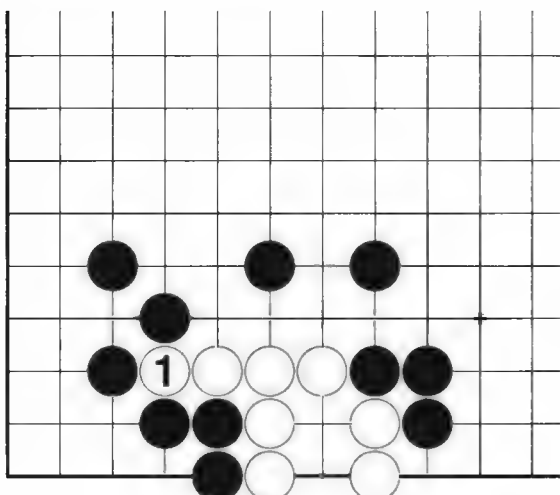
## 18 Ladder

Capture the △ stones.



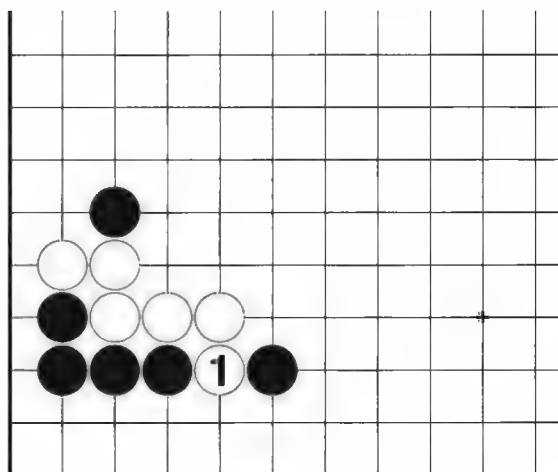
## 19 How to Answer

How should Black answer ①?



## 20 How to Answer

What's Black's best response to ①?



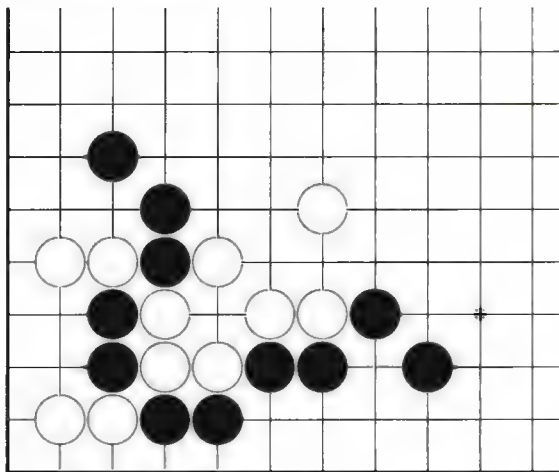
## Who played better?

A 10x10 grid with 6 black dots in the bottom row and 6 white dots in the row above it, forming a 2x6 shape.

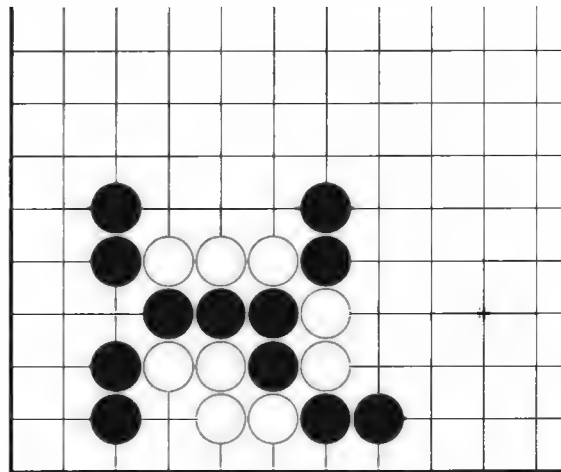
Which lines are good for making territory?

1. Line of Death (1st line) -  
line to get captured easily
2. Losing line (2nd line) -  
line to lose the game
3. Territory line (3rd line) -  
line to make solid territory
4. Influence line (4th line) -  
line to make a big framework

Find white stones in atari and capture them.

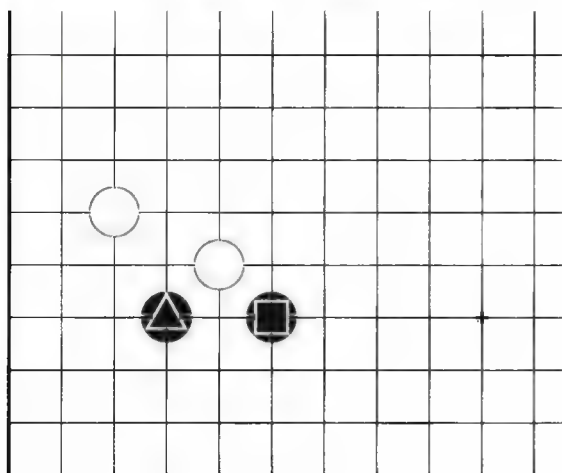


Find black stones in atari and save them.



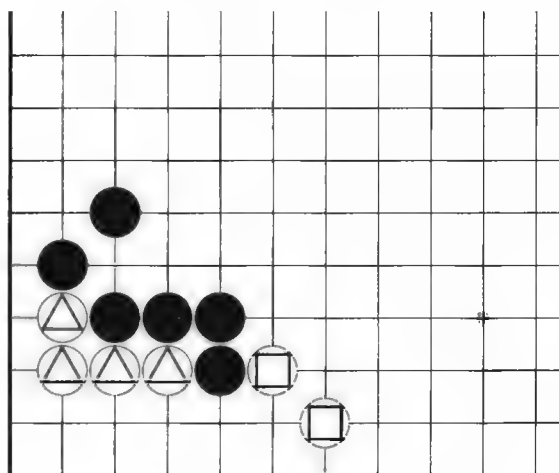
## 5 Answer the Opponent's Peep

Connect the  and  stones.



## 6 Cut Straight Through

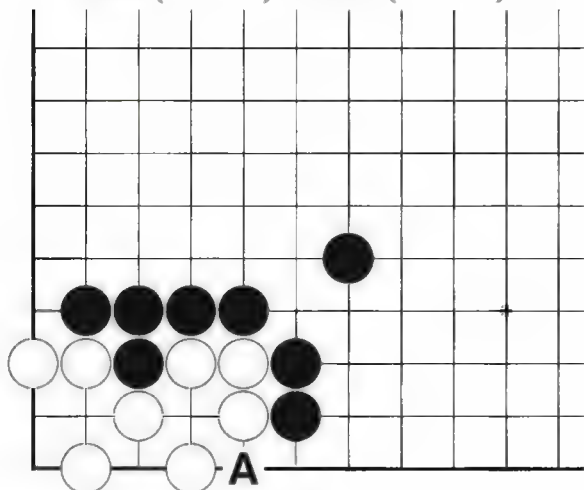
Cut the  and  stones.



## 7 Tiger's Mouth

Should Black play at A?

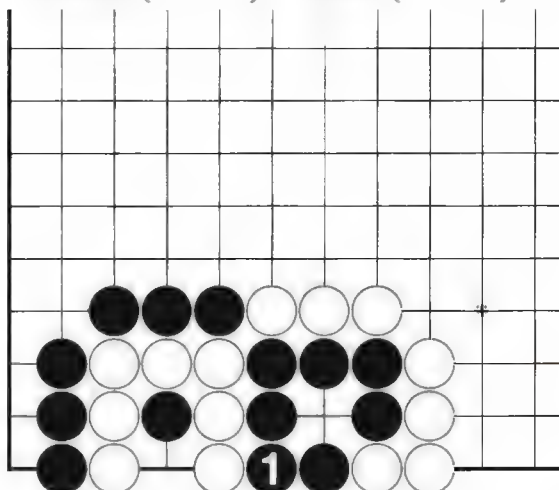
Yes ( ) No ( )



## 8 Good Move &amp; Bad Move

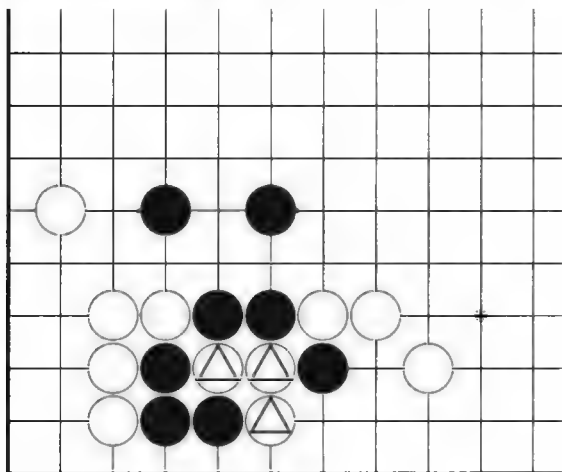
Is ① a good or bad move?

Good ( ) Bad ( )



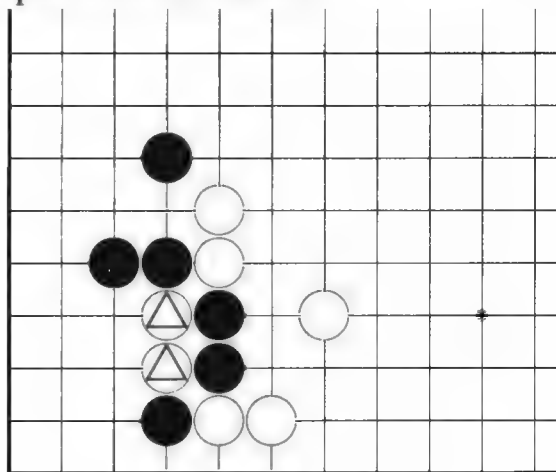
## 9 Atari to the Line of Death

How can Black capture the  $\triangle$  stones?  
Write one move.



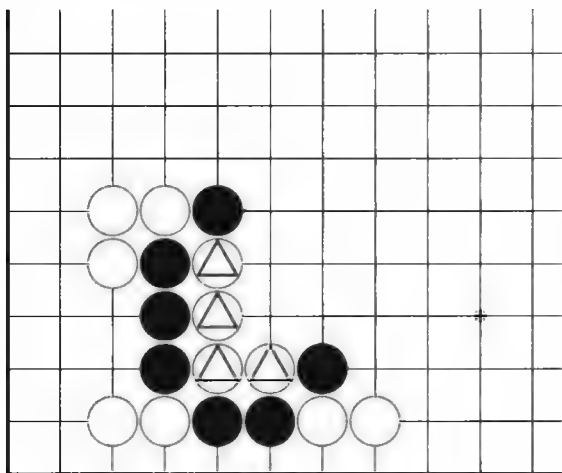
## 10 Atari to your own Stones

Where should Black play atari to capture the  $\triangle$  stones?



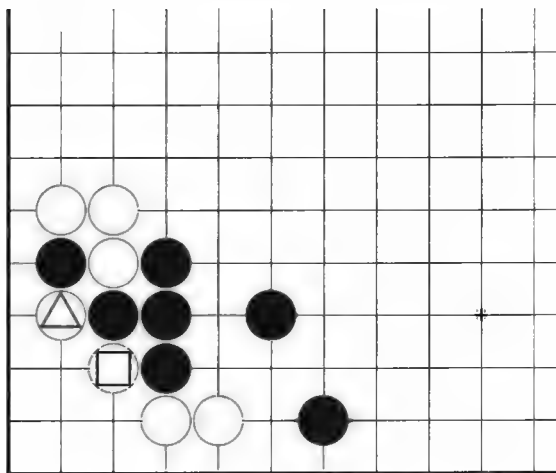
## 11 Atari to your own Stones

Capture the  $\triangle$  stones. Write 1 move.



## 12 Double Atari

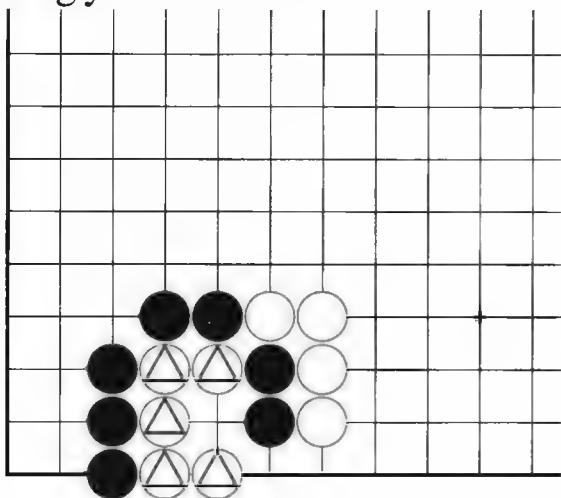
Capture the  $\triangle$  or the  $\square$  stone.





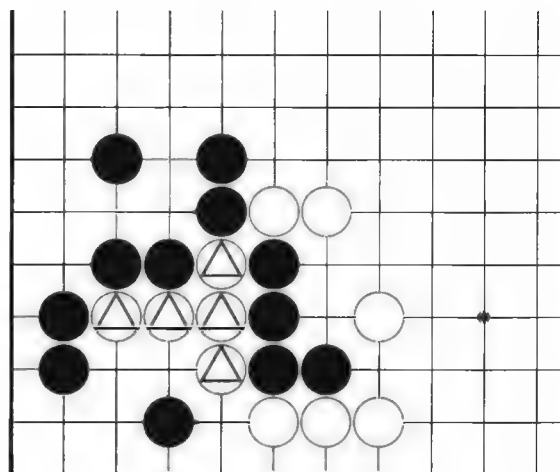
## 13 Beware of Jachung

Capture the  $\triangle$  stones but beware of taking your own liberties.



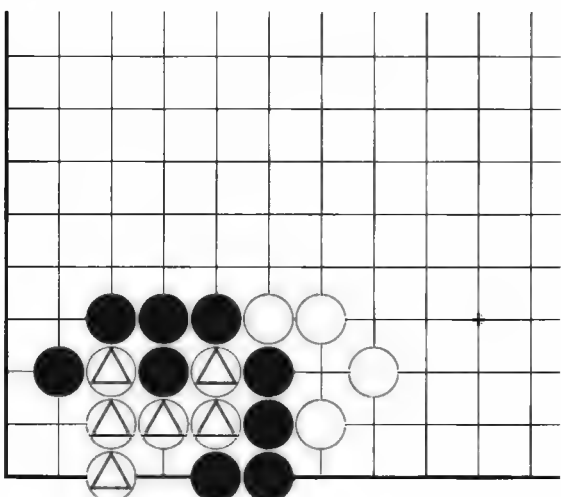
## 14 Reducing Liberties While Cutting

Capture the  $\triangle$  stones.



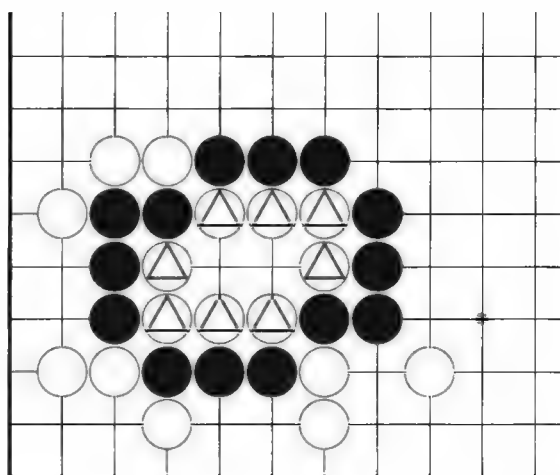
## 15 Reduce Outside Liberties First

Capture the  $\triangle$  stones.



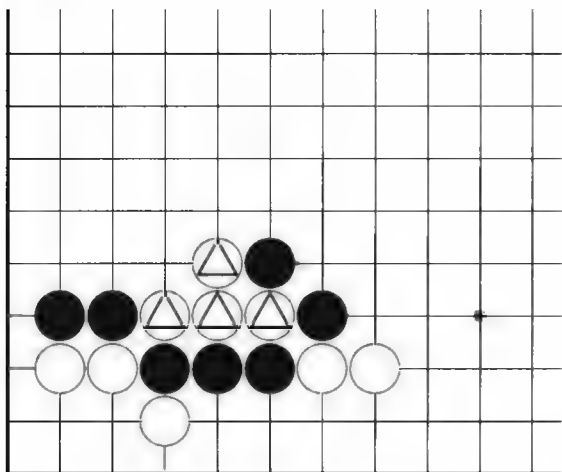
## 16 Reducing Liberties

Capture the  $\triangle$  stones.



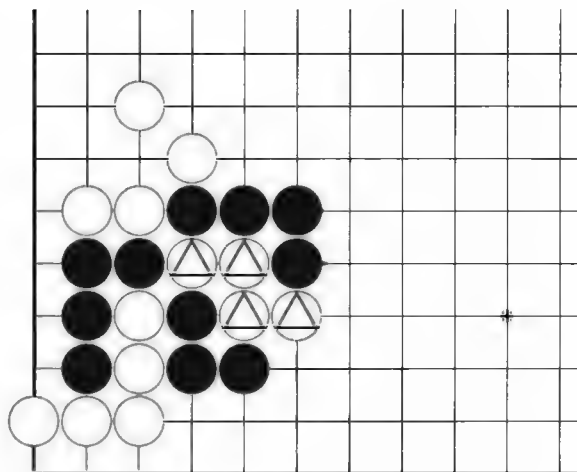
## 17 Ladder

Capture the  $\triangle$  stones.



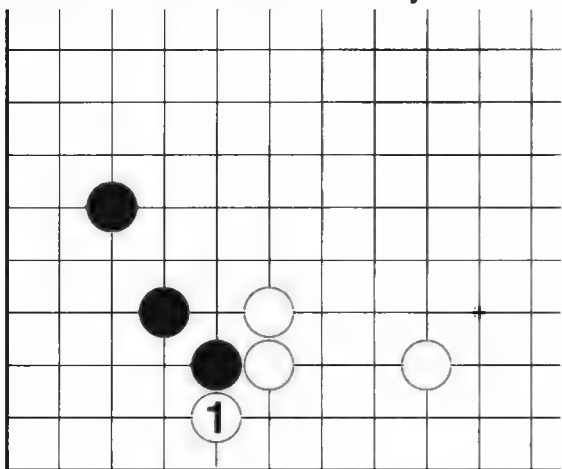
## 18 Ladder

Capture the  $\triangle$  stones.



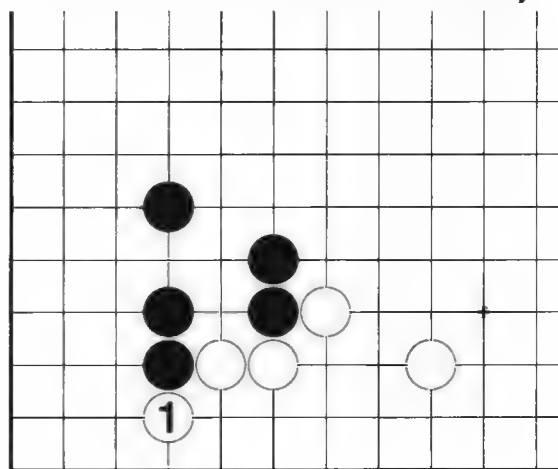
## 19 How to Answer

How should Black answer ①? White aims to enter Black's territory.



## 20 How to Answer

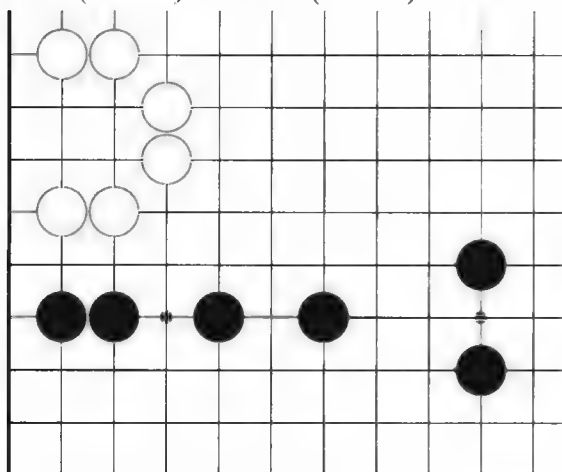
How should Black respond to ①? White aims to enter Black's territory.



## 1 Territory Making Method

Who has played better?

Black (     ) White (     )



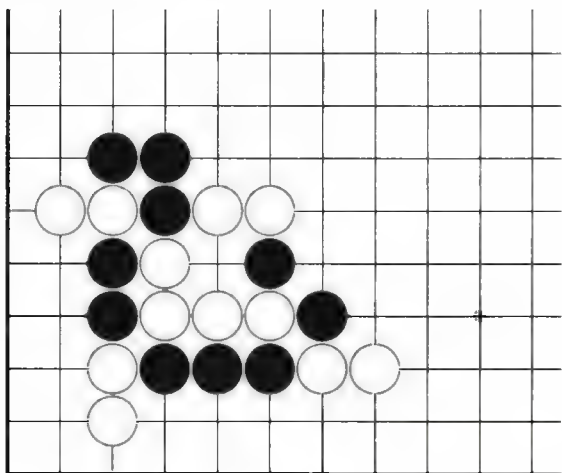
## 2 Baduk Terms

Taking one's own liberty is called  
(     )

1. atari
2. ladder
3. jachung
4. capturing

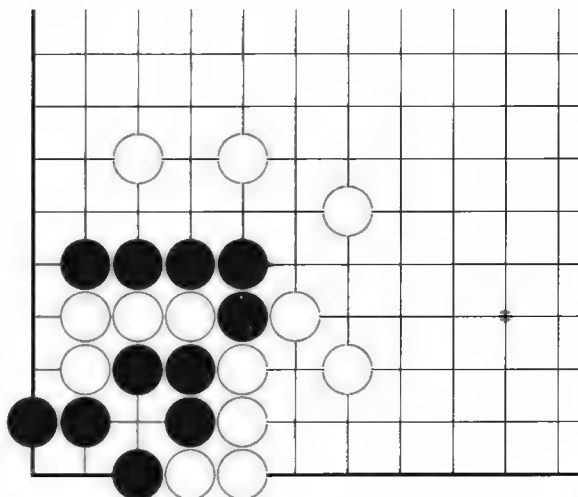
## 3 Capturing

Find white stones in atari and capture them.



## 4 Saving

Find black stones in atari and save them.

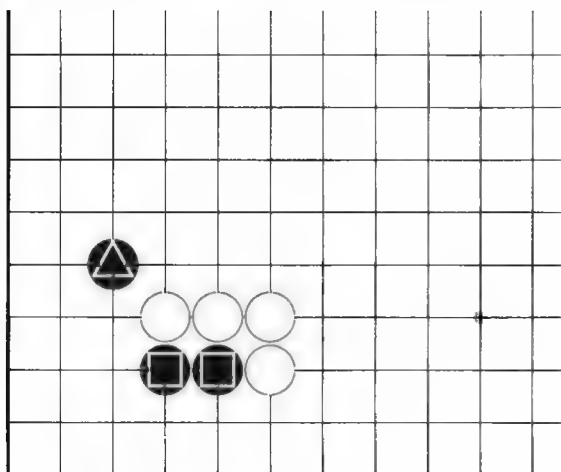


3

# Level Test

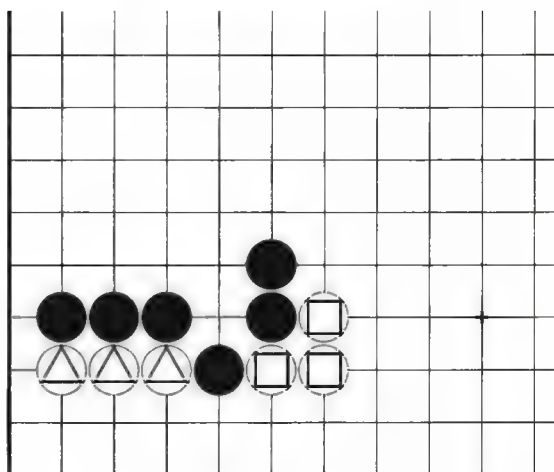
## 5 Solid Connection

Connect the  and  stones.



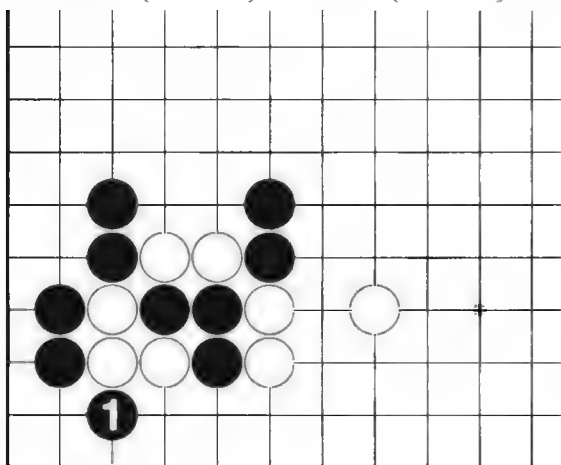
## 6 Cut Straight Through

Cut the  and  stones.



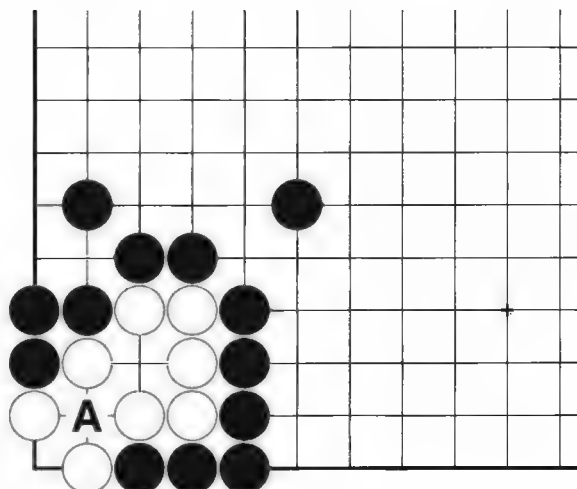
## 7 Defend before Attacking

Is ① a good or bad move?  
Good ( ) Bad ( )



## 8 Suicide

Can Black play at A?  
Can ( ) Can't ( )

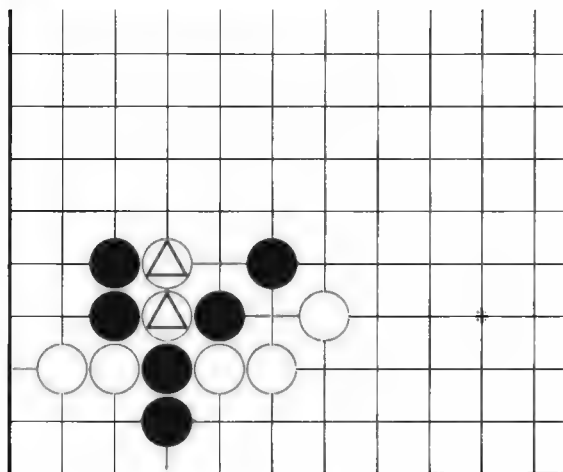


3

# Level Test

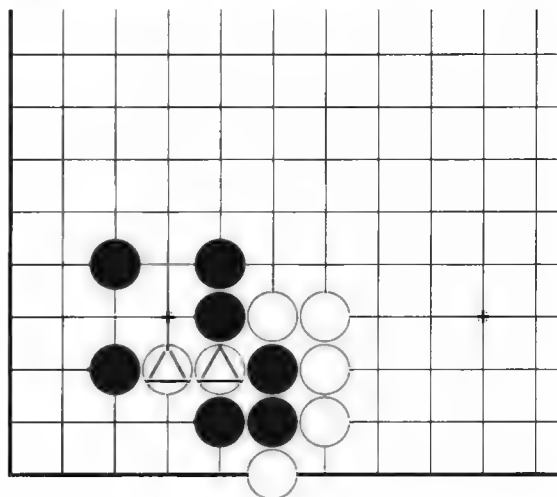
## 9 Atari Toward Your Stones

Capture the  stones.



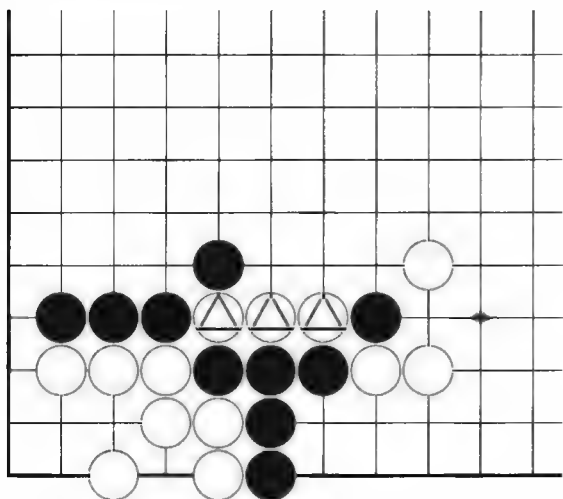
## 10 Atari Toward Your Stones

Capture the  stones.



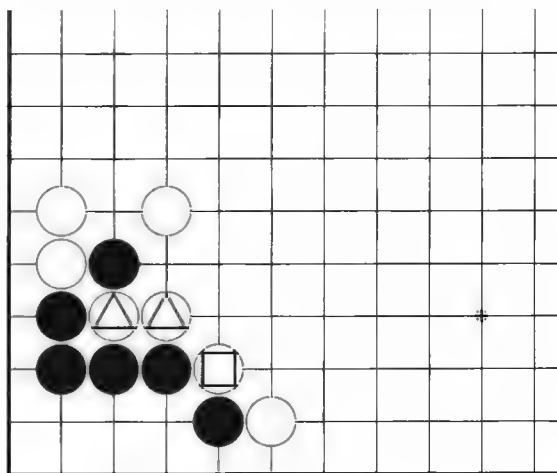
## 11 Atari Toward Your Stones

Capture the  stones.



## 12 Double Atari

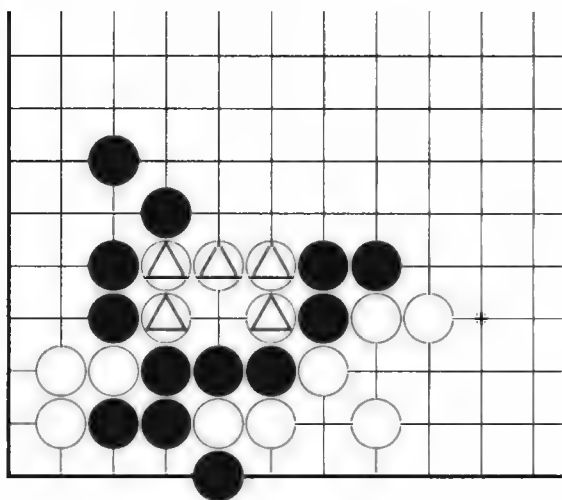
Capture the  or the  stones.





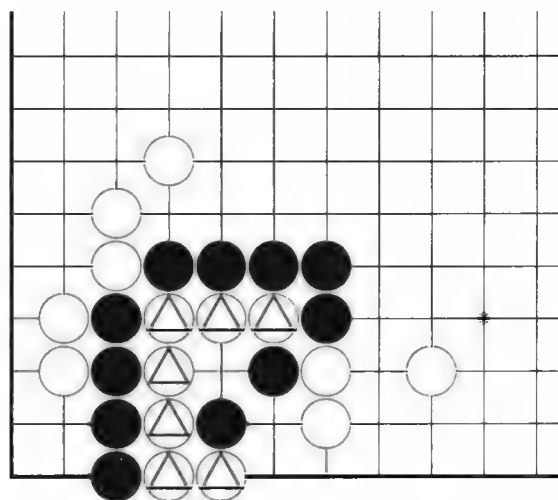
## 13 Reduce Outside Liberties First

Capture the ⊕ stones.



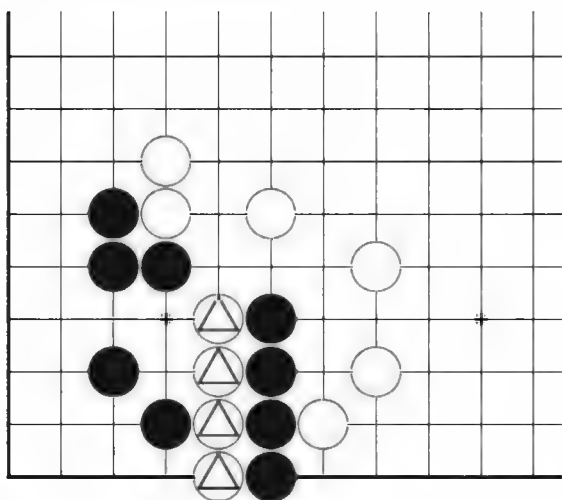
## 14 Beware of Jachung

Capture the ⊕ stones.



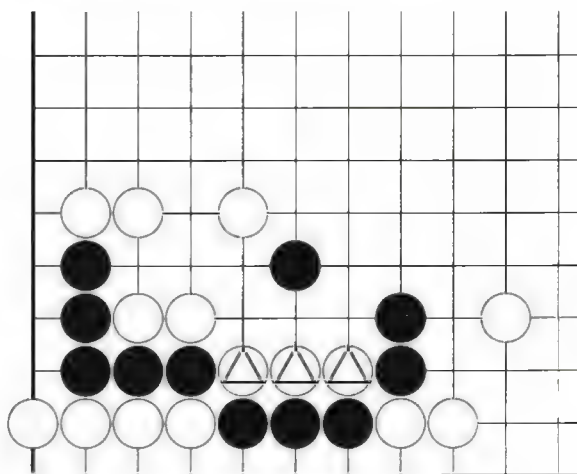
## 15 Reducing Liberties While Cutting

Capture the ⊕ stones.



## 16 Reducing Liberties While Cutting

Capture the ⊕ stones.

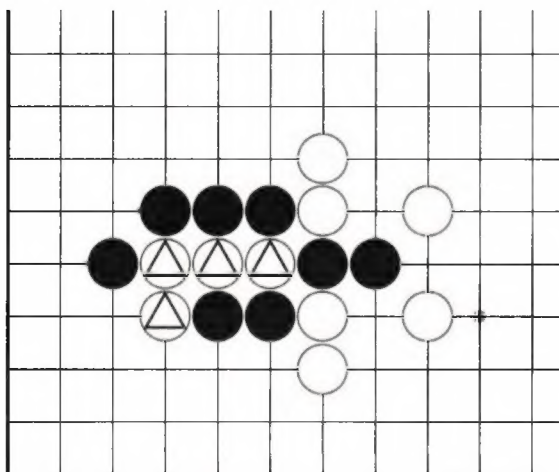




## Level Test

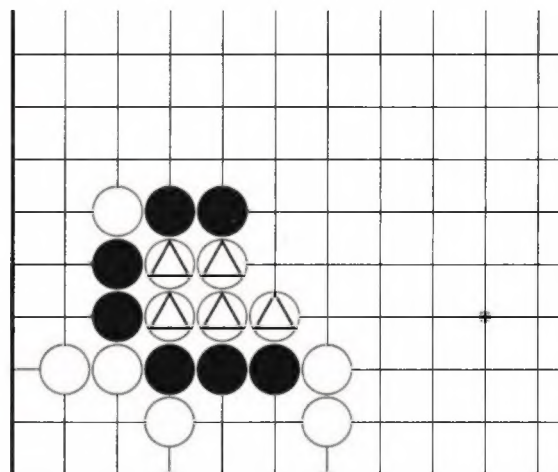
### 17 Ladder

Capture the △ stones in a ladder.



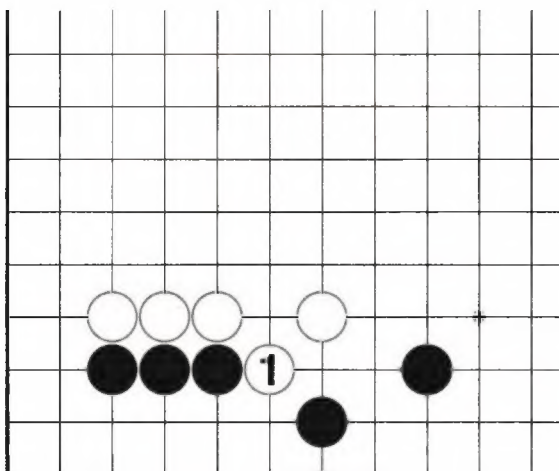
### 18 Ladder

Capture the △ stones.



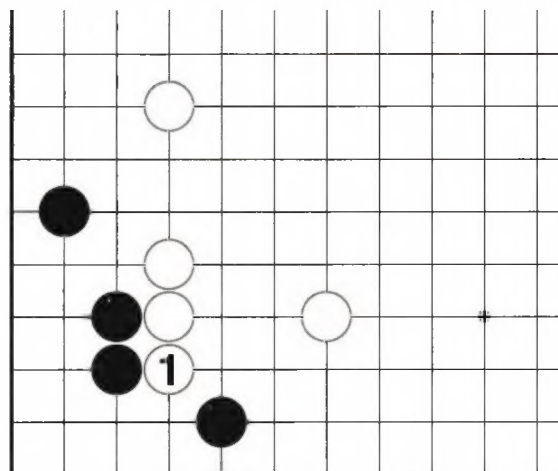
### 19 How to Answer

How should Black answer ①?



### 20 How to Answer

What's Black's best response to ①?





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 2008 “Level Up” book series completely revised

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**LEVEL UP 1**

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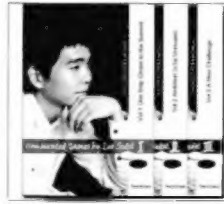
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 Editors: Lee Seong-Geun, Lee Jae-Hyuk  
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### Commented Games by Lee Sedol 1-3 (Intermediate to Advanced Level)



In this series of books, Lee Sedol 9P selects his own games, and comments on them in detail. Each book contains three game reviews. The English version of Volume 3 will be published in 2014.

### Level Up 1-5, Review 1 (Beginner's Level)



No previous knowledge is needed for these introductory books. Discover the world of Baduk (Go) by studying very basic concepts involving technique, strategy and culture. Review 1 summarizes all the content from "Level Up" volumes 1-5.

### Level Up 6-10, Review 2 (Basic Level)



You can delve further into Baduk (Go) with these books after completing level 5. The review book helps to make sure that you retained the knowledge gained in volumes 6-10.

### Jump Level Up 1-5 (Intermediate Level)



These books are for intermediate players who would like to systematically continue their study. All books from the "Level-Up" series are enriched with general knowledge about the world of Baduk (Go).

### Essential Life & Death 1-4 (Intermediate to Advanced Level)



These books go over very efficient problems that often appear in real games. They also break down problems into many sub-problems to further improve understanding. The student can check his or her progress in several test sections.

### Joseki Jeongseok Compass 1 (Basic to Intermediate Level)



This book addresses players who are interested in learning standard sequences in a systematic way. In addition to the basic variations, it also shows how to deal with mistakes. The reader can practice while solving problems.





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